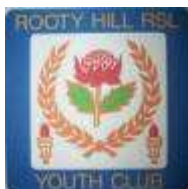




# 2008/09 Handbook

for

Players, Parents and  
Officials



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## Rooty Hill RSL Youth Baseball Club

*A division of the Rooty Hill RSL Youth Club Inc.*

**Established:** 1996/97 Season

**Home Ground:** Peter van Hasselt Reserve  
Palmrya Avenue  
Willmot

**Website:** [www.rootyhillbaseball.com](http://www.rootyhillbaseball.com)

**Nickname:** Blues

### **2008 / 09 Committee**

<b>President</b>	Richard Robertson
<b>Vice President</b>	Stephen Kenny
<b>Secretary</b>	David Flaxman
<b>Treasurer</b>	Steven Baker
<b>Registrar</b>	Colin Jeffrey
<b>Uniform / Equipment</b>	Leah Flaxman
<b>Umpires</b>	
<b>Grounds</b>	Colin Jeffrey
<b>Canteen</b>	Robyn Baker
<b>Delegates</b>	
<b><i>Youth Club</i></b>	Colin Jeffrey
<b><i>Greater Western</i></b>	Kim Robertson

### **Affiliations:**

Rooty Hill RSL Youth Club  
Greater Western Junior Baseball League  
Greater Western Senior Baseball League

**Contact:** [secretary@rootyhillbaseball.com](mailto:secretary@rootyhillbaseball.com)  
0418 758 937

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## **Registration**

Registration as a player with the Rooty Hill RSL Youth Baseball Club is dependant on the following conditions being met:

- Completion of the Baseball Club registration form
- Completion of Rooty Hill RSL Youth Club membership form
- Payment of the registration fee as prescribed
- Membership of the Rooty Hill RSL Club Ltd.

**Current financial membership of the Rooty Hill RSL Club Ltd must be held by all officials and players, or a parent / guardian of the player (if the player is under 18 years of age).**

**A valid membership card must be produced and sighted by a committee member upon registration with the Rooty Hill RSL Youth Baseball Club**

## **Registration Fees**

Registration fees for 2008/09 are set as follows:

### ***Juniors***

- Under 7                                 \$50
- Under 8                                 \$60
- Under 9                                 \$70
- Under 10                                \$80
- Under 12                                \$100
- Under 14                                \$100
- Under 16                                \$100

Junior Registration fees cover the following:

- Capitation fees to Baseball NSW
- Capitation fees to Greater Western Junior Baseball League
- Membership of the Rooty Hill RSL Youth Club

### ***Seniors***

- Senior player – aged under 18         \$150
- Senior player – adult                     \$165

Senior Registration fees cover the following:

- Capitation fees to Baseball NSW
- Capitation fees to Greater Western Junior Baseball League
- Payment of Umpires fees to Greater Western Umpires Association
- Membership of the Rooty Hill RSL Youth Club

**A minimum of 50% of the prescribed registration fee must be paid on application for registration. A player cannot take the field in any game until registration fees are paid in full.**

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### **Insurance**

The Rooty Hill RSL Youth Baseball Club is covered by a limited insurance policy held by the Australian Baseball Federation. This coverage extends to death or permanent disability.

A separate insurance policy covering liability is held by the Rooty Hill RSL Youth Club. This may cover ambulance transfers and some medical costs, depending on the claim.

Claims against insurance coverage must be supported by a report on the official "White Sheet" submitted at the end of each game and made in writing to the Secretary within 48 hours of the incident.

### **Game Fees**

Game Fees for 2008/09 are set at \$3.00 per player per game. Game fees cover the following:

- Upgrade and replacement of playing equipment
- Organisation of the annual presentation

Game fees are payable prior to the start of play in each game the player participates in.

Game fees are not payable for games abandoned prior to the start of play due to weather conditions, not played due to forfeit, bye rounds or finals matches.

### **Social Fees**

Social fees are not mandatory and are collected only at the agreement of each individual team.

The amount of social fee is to be agreed at the beginning of the season. It is the responsibility of the team manager to collect and receipt social money from each player.

All social fees are to be banked with the Treasurer at each home game. The Treasurer will provide to the manager a regular update of the amount of fees collected and the allocation of fees by player during the season.

The team is responsible for the decision on how to use the social fees (e.g. social function, purchase of apparel, purchase of player gifts). The manager must inform the Treasurer of the intended use of the fund and request access to the fund at least two weeks prior to their usage.

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### **Fundraising**

The Rooty Hill RSL Youth Baseball Club does not directly involve players in fundraising efforts, such as chocolate sales or raffle tickets. Players will not be required to sell tickets or merchandise.

The Club does co-ordinate fundraising ventures such as raffles, Melbourne Cup Sweeps etc which are run from the Canteen at home games.

The Club also runs social events, such as Trivia Nights, and participates in events such as the Rooty Hill RSL Carols by Glowlight and fundraising BBQs.

All families are requested to assist in the running and support of these events.

### **Canteen**

The Club runs a canteen and BBQ at home games. This is responsible for the majority of funds raised by the club.

**All teams will be required to provide support to the canteen and BBQ throughout the season.**

Teams will be rostered to provide a minimum of four people (two canteen, two BBQ) for a minimum of one hour on up to four occasions during the season.

Rostering of teams for canteen / BBQ duty will be at a time that the team is either warming up prior to the game or after the team has played. Parent / Guardians will not be expected to assist during the actual time their child is playing.

All volunteers will be expected to sign a "volunteer register" upon completion of their duties.

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## **Teams**

Junior teams are organised by age group as per the competition rules of the Greater Western Junior Baseball League. For the 2008/09 Season, the age of the player is determined by their age as at 31 December 2008.

- Under 7            player born in 2002 or 2003
- Under 8            player born in 2001
- Under 9            player born in 2000
- Under 10          player born in 1999
- Under 12          player born in 1997 or 1998
- Under 14          player born in 1995 or 1996
- Under 16          player born in 1993 or 1994

## **Mode of Play**

Players in Under 7, Under 8 and Under 9 play Tee-Ball. There is no pitching in this form of the game, and players hit the ball from a tee.

Players in Under 10 play Machine (Zooka) Ball. There is no pitching in this form of the game and players hit a ball pitched from a Zooka machine set up just off the pitcher's plate.

Players in Under 12, Under 14 and Under 16 play live ball. Players pitch to batters in this form of the game.

All grades except Under 7 participate in competition. Under 7 games are scored but not recorded. A separate Gala Day is conducted by the Greater Western Junior Baseball League for Under 7s in lieu of a finals series – this competition is generally held on a Sunday in December.

## **Grading**

Players in Tee-Ball and Machine (Zooka) Ball competitions will, as much as possible, be grouped with friends or family members. Multiple teams in these divisions will be identified by colour (blue, gold or white) and are not to be considered as Division 1 or "the A team".

Players in live ball competitions will be graded by ability as assessed by the Rooty Hill coaching staff. This will be based on the individual player's ability to play against players of representative standard. All players currently involved in Greater Western representative teams must be graded as Division 1 under Greater Western rules.

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## Uniform

The playing uniform for junior players (Under 7 to Under 14) is:

- Yellow playing shirt with “Blues” motif
- Blue pants
- Blue and white socks
- “Blues” playing cap
- Mitt
- Hector

The playing uniform for Under 16 players is:

- White Rooty Hill Major League shirt
- Blue undershirt
- Blue pants
- Blue and white socks
- “Blues” playing cap
- Mitt
- Hector

Boys must wear a hector for safety reasons. It is recommended girls also wear a hector. Players may wear boots with moulded studs (similar to football boots) or joggers. Cleats and steel studs are not permitted. All footwear must be enclosed (i.e. no thongs or sandals).

The junior playing shirt (U7 to U14) is supplied by the club and is to be returned at the end of each game. The senior playing shirt may be purchased outright, or alternatively “hired” from the club for a \$50.00 bond, returnable at the end of the season upon return of the shirt in clean and undamaged condition.

Players are requested to wear a club polo shirt (or appropriate blue coloured shirt if not available) to and from all games.

Shirts, pants, socks, caps and hectors are available from the Club’s Uniform Officer. Under 7 players may purchase a start up kit including a backpack, cap, socks, hector and mitt for \$50.00.

**A minimum of 50% of any order for apparel must be paid as a deposit before an order will be placed. The balance of the order must be paid prior to the receipt of goods.**

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## **Training**

Training will be conducted at Peter van Hasselt Reserve. This will usually be on a Wednesday, although some coaches may elect to train on other days as well (including Sunday). Training times will be discussed with individual teams at the beginning of the season.

The following are required items at training:

- long pants (e.g. training or track pants)
- cap
- hector
- mitt
- water
- enclosed footwear (**not** thongs or sandals)

A club polo shirt or blue shirt is also desirable.

Players not bringing these items may not be allowed to training for reasons of safety and injury prevention.

## **Games**

Regular junior season games are played on Saturday mornings, commencing at 8.30 am or 10.30 am. Games are not played during the October Long Weekend or summer school vacation period.

Washed out games are not replayed.

Games vary in length depending on age:

- Under 7            1 hour
- Under 8            1 hour
- Under 9            1 hour 15 minutes
- Under 10           1 hour 15 minutes
- Under 12           1 hour 30 minutes
- Under 14           1 hour 30 minutes
- Under 16           1 hour 45 minutes

Coaches will require players to be at the venue for a certain period of time prior to the start of the game. This is to ensure that players are fully warmed up to prevent injury, and to finalise team line ups prior to the commencement of play. While each coach will have an individual preference, as a general guide players should be at the ground 30 minutes prior to the start of a tee ball game, and one hour prior to the start of machine and live ball games.

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### **Little League**

The Australian Baseball Federation introduced “Little League” during the 2007/08 Season. Little League is a “community-based” competition based on rules formulated by Little League International, and provides the opportunity for players to represent their district (e.g. Greater Western) at the Little League World Series in the USA.

In 2008/09, it is proposed that the Greater Western Junior Baseball League will conduct Little League as a separate mid week competition. It is restricted to players aged 12, 11 or 10 as at 1 May 2009. Players in these age groups will be invited to participate in the competition, from which they are eligible for selection to the Greater Western Little League Squad for the 2009.

### **Venues**

The following grounds are used in the Greater Western Junior Baseball League:

<b>Club</b>	<b>Ground</b>	<b>Address</b>
Rooty Hill	Peter van Hasselt Reserve	Palmyra Avenue, Willmot
Colyton-St Clair	Samuel Marsden Reserve	Samuel Marsden Rd, Orchard Hills
Kemps Creek	Kemps Creek Bowling & Sports Club	Elizabeth Drive, Kemps Creek
Mackillop	Chapman Gardens	Second Avenue, Kingswood
Penrith	Andrews Road Baseball Complex	Andrews Rd Cranebrook
Plumpton	Alroy Park, Bottles Road	Bottles Road, Plumpton
St Marys	Monfarville Reserve	Monfarville Road, St Marys
Warragamba	Water Board Reserve	Production Avenue, Warragamba
West Sydney Boomers	Tregear Reserve	Wilkes Crescent, Tregear

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## **Team Officials**

### **Coach:**

Responsible for:

- organisation and conduct of training
- preparation of game plans
- supplying the Bragg Book with player identification cards at all games
- coaching of players on the diamond
- advising the manager and scorer of batting line ups
- advising the scorer of team changes during games
- advising parents and players of changes to games, including cancellation of games and training
- advising the Club Registrar of the final result and submission of the white sheet to the Registrar (or the canteen) at designated home games

### **Manager:**

Responsible for:

- the collection of game fees (and social fees where collected)
- distribution of information to players and parents (e.g. newsletters)
- assist coach in preparation of articles for newsletter
- organisation of the dugout, including ensuring players bat in the correct order and are focused on the game

### **Scorer:**

Responsible for:

- completion of the white sheet, including player registration numbers and all signatures
- recording of the game in the scorebook

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## **Umpires**

Umpires are generally supplied by home teams during the regular junior season. All umpires are volunteers and will have varying degrees of knowledge and experience, but have taken the time to officiate so that the players can play the game.

Whilst in play, the umpire is an official of the Greater Western Junior Baseball League. As such, the only people who may approach or speak with an umpire during the game are the team coaches and the scorers.

***Abuse of umpires by players, officials or spectators will not be tolerated by the Rooty Hill RSL Youth Baseball Club and may result in the suspension or expulsion of the person responsible from that or any subsequent game.***

## **Accreditation**

Coaches with the Rooty Hill RSL Youth Baseball Club have a minimum accreditation of Level O from the Australian Baseball Federation. Head coaches of live ball teams (Under 12, Under 14 and Under 16) are accredited at minimum Level 1, as per Greater Western Junior Baseball League rules.

The Club supports the efforts of interested persons to obtain accreditation as a coach, umpire or scorer. Details of relevant course will be advised through the newsletter and website as they become available.

## **Representative Players**

The Rooty Hill RSL Youth Baseball Club actively encourages all players to trial for representative teams. These teams include:

- Greater Western representative squads and development squads
- Baseball NSW Representative Teams
- NSW Junior Baseball League Overseas Touring Squads

Where a player is selected to represent on an overseas tour, the Club may assist with a small donation. This assistance must be applied for in writing via the Secretary. Only one application for assistance may be made per year.



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## **Rooty Hill RSL Youth Club Inc** **Code of Ethics**



- (i) While I remain a member I shall keep my mind and body active
- (ii) I shall conduct myself in an orderly manner and treat other members as I would like to be treated myself
- (iii) I shall at all times take proper care of the furniture and property of the Youth Club
- (iv) I shall respect the principles of good citizenship and encourage my associates to do likewise
- (v) I shall endeavour to build friendship with my club-mates because friendship is one of the greatest assets that I can have and it is advantageous to my future welfare
- (vi) I shall follow my Youth Club leaders and respect and obey my instructors
- (vii) I shall be loyal to my Youth Club
- (viii) Finally, I shall remain loyal to my Queen and my country and love and respect my parents



## Code of Conduct

### ***Players Code***

- I will always play by the rules
- I will respect all officials and not argue their decision
- I will respect the rights of all players to participate
- I will promote good sportsmanship and applaud good play and effort from all players
- I will put in my best effort at all times, both on the field and at training, and support my teammates to do the same
- I will not abuse officials, players or spectators by either word or gesture.
- I will not engage in sledging, foul or derogatory language, or acts of violence against other players, officials or spectators

### ***Coaches and Officials Code***

- I will respect the right of all players to participate, regardless of ability, gender, race or religion, and will promote the concept of a "fair go for all"
- I will promote safe play and fair play at all times
- I will promote good sportsmanship and applaud good play and effort from all players
- I will respect all officials and not argue their decision
- I will ensure my knowledge of the rules of the game and current training techniques are up to date by obtaining or renewing appropriate accreditations
- I will remain impartial at all times and avoid situations that may be a conflict of interest
- I will not abuse officials, players or spectators by either word or gesture.
- I will not engage in sledging, foul or derogatory language, or acts of violence against other players, officials or spectators
- I will represent the club as a good role model in action and appearance

### ***Spectator, Parent and Guardian Code***

- I will respect the right of all players to participate, regardless of ability, gender, race or religion, and will promote the concept of a "fair go for all"
- I will actively support, encourage and congratulate good play and sporting behaviour from all players and of both teams
- I will respect all officials and not argue their decision
- I will respect the right of the coach to appropriately manage their players and implement game plans
- I will not abuse officials, players or spectators by either word or gesture.
- I will not engage in sledging, foul or derogatory language, or acts of violence against other players, officials or spectators

**I will acknowledge that all participants in junior sport are volunteers, giving up their time for the love of the game and the betterment of the players, and without them there is no game**

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## **Quick Reference Guide to Baseball**

The following is provided as a **guide only** and is **not** an exhaustive set of rules for the conduct of games. The information below is based on the Rules of Baseball and the Competition Rules of the Greater Western Junior Baseball League.

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### **Under 7**

**Mode of Play:** Tee Ball  
**Game length:** One hour or six innings, whichever expires first

#### **Batting:**

- Up to 12 players may be listed in the batting order
- Where there are more than 12 players, extra players may only bat if one of the original players is substituted out of the game, and then must bat in the position of the substituted player.

#### **Fielding**

- A maximum of nine players may field in any one innings
- Fielders may be interchanged between innings, and may re-enter the game after being interchanged unless injured
- Up to two coaches may be positioned in the outfield to guide players during the fielding innings

#### **Pitching**

- There is no pitching in tee ball
- The pitcher is considered normal fielder

#### **Catcher**

- The catcher is considered a normal fielder, but must wear a helmet
- The catcher retrieves the ball and replaces it on the tee once the play is dead.

#### **Innings**

- The innings is completed when
  - Three players are out
  - Five runs are scored (all runs scored on play where the fifth run is scored are counted – maximum eight runs per innings)

#### **Out**

A player is out when, in the opinion of the umpire:

- They have swung unsuccessfully at the ball on five occasions (either as a strike or a foul)
- A batted ball is caught on the full
- They are unable to make the next base before the fielder touches the base with ball in hand, having been forced to run
- They are tagged by a fielder with ball in hand without reaching the base.

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## **Under 8**

**Mode of Play:** Tee Ball  
**Game length:** One hour or six innings, whichever expires first

### **Batting:**

- Up to 12 players may be listed in the batting order
- Where there are more than 12 players, extra players may only bat if one of the original players is substituted out of the game, and then must bat in the position of the substituted player.

### **Fielding**

- A maximum of nine players may field in any one innings
- Fielders may be interchanged between innings, and may re-enter the game after being interchanged unless injured
- Coaches may not be on the field during a fielding innings

### **Pitching**

- There is no pitching in tee ball
- The pitcher is considered normal fielder

### **Catcher**

- The catcher is considered a normal fielder, but must wear a helmet
- The catcher retrieves the ball and replaces it on the tee once the play is dead.

### **Innings**

- The innings is completed when
  - Three players are out
  - Five runs are scored (all runs scored on play where the fifth run is scored are counted – maximum eight runs per innings)

### **Out**

A player is out when, in the opinion of the umpire:

- They have swung unsuccessfully at the ball on three occasions (i.e. three strikes) *Note: a foul ball is not considered a strike after strike two*
  - A batted ball is caught on the full
  - They are unable to make the next base before the fielder touches the base with ball in hand, having been forced to run
  - They are tagged by a fielder with ball in hand without reaching the base.
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## **Under 9**

**Mode of Play:** Tee Ball  
**Game length:** 1 hour 15 minutes, or six innings, whichever expires first

### **Batting:**

- All players bat in order
- Up to 12 players may be listed in the batting order
- The batter must wear a helmet
- Where there are more than 12 players, extra players may only bat if one of the original players is substituted out of the game, and then must bat in the position of the substituted player.

### **Base running**

- The runner may not leave the base before contact with the ball is made by the batter
- The runner cannot “steal” bases.
- The runner can be awarded an extra base on “pass ball” if a fielder throws the ball beyond the playing arena
- The runner must make reasonable effort to avoid any collision with a fielder attempting to make a player (i.e. attempting to tag them out)

### **Fielding**

- A maximum of nine players may field in any one innings
- Fielders may be interchanged between innings, and may re-enter the game after being interchanged unless injured
- Coaches may not be on the field during a fielding innings

### **Pitching**

- There is no pitching in tee ball
- The pitcher is considered normal fielder

### **Catcher**

- The catcher is considered a normal fielder, but must wear a helmet
- The catcher retrieves the ball and replaces it on the tee once the play is dead.

### **Innings**

- The innings is completed when
  - Three players are out
  - Five runs are scored (all runs scored on play where the fifth run is scored are counted – maximum eight runs per innings)

### **Out**

A player is out when, in the opinion of the umpire:

- They have swung unsuccessfully at the ball on three occasions (i.e. three strikes) **Note:** a *foul ball is not considered a strike after strike two*
  - A batted ball is caught on the full
  - They are unable to make the next base before the fielder touches the base with ball in hand, having been forced to run
  - They are tagged by a fielder with ball in hand without reaching the base.
  - In the opinion of the umpire, the runner does not attempt to avoid a collision by sliding into the base
  - In the opinion of the umpire, the runner has deliberately run away from a tag and has not remained on a line between bases to do so
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## **Under 10**

**Mode of Play:** Machine Ball (Zooka)  
**Game length:** 1 hour 15 minutes, or six innings, whichever expires first

### **Batting:**

- All players bat in order
- Up to 12 players may be listed in the batting order
- The batter must wear a helmet
- Where there are more than 12 players, extra players may only bat if one of the original players is substituted out of the game, and then must bat in the position of the substituted player.

### **Base running**

- The runner may not leave the base before the batter has swung at the pitched ball
- The runner may “steal” bases, but cannot steal from third base to home unless a play is made by the catcher elsewhere on the diamond.
- The runner can be awarded an extra base on “pass ball” if a fielder throws the ball beyond the paying arena
- The runner must make reasonable effort to avoid any collision with a fielder attempting to make a player (i.e. attempting to tag them out)

### **Fielding**

- A maximum of nine players may field in any one innings
- Fielders may be interchanged between innings, and may re-enter the game after being interchanged unless injured
- Coaches may not be on the field during a fielding innings

### **Pitching**

- There is no pitching by players in machine ball
- The pitcher feeds the ball into the zooka machine on the umpire’s call of “play”, but is otherwise considered a normal fielder

### **Catcher**

- The catcher must wear all appropriate catching protective gear (helmet, face mask, chest plate, leggings, mitt)
- The catcher may only catch a maximum three innings in the game, and then must be replaced in that position.

### **Innings**

- The innings is completed when
  - Three players are out
  - Five runs are scored (all runs scored on play where the fifth run is scored are counted – maximum eight runs per innings)

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## **Out**

A player is out when, in the opinion of the umpire:

- Three strikes have been called
- A batted ball is caught on the full
- They are unable to make the next base before the fielder touches the base with ball in hand, having been forced to run
- They are tagged by a fielder with ball in hand without reaching the base.
- In the opinion of the umpire, the runner does not attempt to avoid a collision by sliding into the base
- In the opinion of the umpire, the runner has deliberately run away from a tag and has not remained on a line between bases to do so
- An infield fly situation exists, where there are less than two out, there are runners on first and second, and a batted ball is hit into the infield as a fly ball. The ball does not have to be caught. The batter is out in this situation and the runners are not forced.

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## **Under 12**

**Mode of Play:** Live Ball

**Game length:** 1 hour 30 minutes, or six innings, whichever expires first

### **Batting:**

- Up to 12 players may be listed in the batting order
- The batter must wear a helmet
- Where there are more than 12 players, extra players may only bat if one of the original players is substituted out of the game, and then must bat in the position of the substituted player.

### **Base running**

- The runner may not leave the base before the batter has swung at the pitched ball
- The runner may “steal” bases, but cannot steal from third base to home unless a play is made by the catcher elsewhere on the diamond.
- The runner can be awarded an extra base on “pass ball” if a fielder throws the ball beyond the paying arena
- The runner must make reasonable effort to avoid any collision with a fielder attempting to make a player (i.e. attempting to tag them out)

### **Fielding**

- A maximum of nine players may field in any one innings
- Players listed one to nine in the batting order must be the first nine players in the field in the game
- Fielders may be substituted interchanged between innings. A substituted player may not re-enter the game as a fielder except where replacing an injured player
- Coaches may not be on the field during a fielding innings

### **Pitching**

- The pitcher pitches to the batter from the pitchers plate
- The pitcher cannot be a catcher in the same game
- The pitcher may only pitch a maximum of three innings – one pitch in an innings counts as an innings pitched
- The pitcher is restricted to the following number of total pitches in a game
  - Minor Assignment 24 pitches (may pitch / catch next day)
  - Substantial Assignment 44 pitches (may not pitch / catch for two days)
  - Major Assignment 50 pitches (may not pitch / catch for three days)
- The pitcher may not “pick off” a runner leaving base

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### **Catcher**

- The catcher must wear all appropriate catching protective gear (helmet, face mask, chest plate, leggings, mitt)
- The catcher may only catch a maximum three innings in the game, and then must be replaced in that position.
- The catcher cannot be a pitcher in the same game

### **Innings**

- The innings is completed when
  - Three players are out
  - Five runs are scored (all runs scored on play where the fifth run is scored are counted – maximum eight runs per innings)

### **Out**

A player is out when, in the opinion of the umpire:

- Three strikes have been called
- A batted ball is caught on the full
- They are unable to make the next base before the fielder touches the base with ball in hand, having been forced to run
- They are tagged by a fielder with ball in hand without reaching the base.
- In the opinion of the umpire, the runner does not attempt to avoid a collision by sliding into the base
- In the opinion of the umpire, the runner has deliberately run away from a tag and has not remained on a line between bases to do so
- An infield fly situation exists, where there are less than two out, there are runners on first and second, and a batted ball is hit into the infield as a fly ball. The ball does not have to be caught. The batter is out in this situation and the runners are not forced.

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## **Under 14**

### **Mode of Play:**

Live Ball

### **Game length:**

1 hour 30 minutes, or seven innings, whichever expires first

### **Batting:**

- Nine players are listed in the batting order
- Other players on the roster may not participate in the game until substituted into the game, and will bat in the position of the player they replace
- A player, once substituted, may not re-enter the game as a batter or fielder except where replacing an injured player

### **Base running**

- The runner may lead off the base prior to the pitch being thrown
- The runner may “steal” bases at own risk
- The runner can be awarded an extra base on “pass ball” if a fielder throws the ball beyond the paying arena
- The runner must make reasonable effort to avoid any collision with a fielder attempting to make a player (i.e. attempting to tag them out)

### **Fielding**

- Players listed one to nine in the batting order must be the first nine players in the field in the game
- Fielders may be substituted during innings. A substituted player may not re-enter the game as a fielder except where replacing an injured player

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### **Pitching**

- The pitcher cannot be a catcher in the same game
- The pitcher may only pitch a maximum of four innings – one pitch in an innings counts as an innings pitched
- The pitcher is restricted to the following number of total pitches in a game
  - Minor Assignment            24 pitches            (may pitch / catch next day)
  - Substantial Assignment       54 pitches            (may not pitch / catch for two days)
  - Major Assignment            65 pitches            (may not pitch / catch for three days)
- The pitcher may “pick off” a runner leaving base – this is not counted as a pitch in the pitch count

### **Catcher**

- The catcher must wear all appropriate catching protective gear (helmet, face mask, chest plate, leggings, mitt)
- The catcher may only catch a maximum four innings in the game, and then must be replaced in that position.
- The catcher cannot be a pitcher in the same game

### **Innings**

- The innings is completed when
  - Three players are out
  - Seven runs are scored (all runs scored on play where the seventh run is scored are counted – maximum ten runs per innings)

### **Out**

A player is out when, in the opinion of the umpire:

- Three strikes have been called
- A batted ball is caught on the full
- They are unable to make the next base before the fielder touches the base with ball in hand, having been forced to run
- They are tagged by a fielder with ball in hand without reaching the base.
- In the opinion of the umpire, the runner does not attempt to avoid a collision by sliding into the base
- In the opinion of the umpire, the runner has deliberately run away from a tag and has not remained on a line between bases to do so
- An infield fly situation exists, where there are less than two out, there are runners on first and second, and a batted ball is hit into the infield as a fly ball. The ball does not have to be caught. The batter is out in this situation and the runners are not forced.

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## **Under 16**

**Mode of Play:**            Live Ball

**Game length:**            1 hour 45 minutes, or seven innings, whichever expires first

### **Batting:**

- Nine players are listed in the batting order
- Other players on the roster may not participate in the game until substituted into the game, and will bat in the position of the player they replace
- A player, once substituted, may not re-enter the game as a batter or fielder except where replacing an injured player

### **Base running**

- The runner may lead off the base prior to the pitch being thrown
- The runner may “steal” bases at own risk
- The runner can be awarded an extra base on “pass ball” if a fielder throws the ball beyond the playing arena
- The runner must make reasonable effort to avoid any collision with a fielder attempting to make a player (i.e. attempting to tag them out)

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### **Fielding**

- Players listed one to nine in the batting order must be the first nine players in the field in the game
- Fielders may be substituted during innings. A substituted player may not re-enter the game as a fielder except where replacing an injured player

### **Pitching**

- The pitcher cannot be a catcher in the same game
- The pitcher may only pitch a maximum of four innings – one pitch in an innings counts as an innings pitched
- The pitcher is restricted to the following number of total pitches in a game
  - Minor Assignment           29 pitches       (may pitch / catch next day)
  - Substantial Assignment   64 pitches       (may not pitch / catch for two days)
  - Major Assignment         80 pitches       (may not pitch / catch for three days)
- The pitcher may “pick off” a runner leaving base – this is not counted as a pitch in the pitch count

### **Catcher**

- The catcher must wear all appropriate catching protective gear (helmet, face mask, chest plate, leggings, mitt)
- The catcher may only catch a maximum four innings in the game, and then must be replaced in that position.
- The catcher cannot be a pitcher in the same game

### **Innings**

- The innings is completed when
  - Three players are out
  - Seven runs are scored (all runs scored on play where the seventh run is scored are counted – maximum ten runs per innings)

### **Out**

A player is out when, in the opinion of the umpire:

- Three strikes have been called
- A batted ball is caught on the full
- They are unable to make the next base before the fielder touches the base with ball in hand, having been forced to run
- They are tagged by a fielder with ball in hand without reaching the base.
- In the opinion of the umpire, the runner does not attempt to avoid a collision by sliding into the base
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