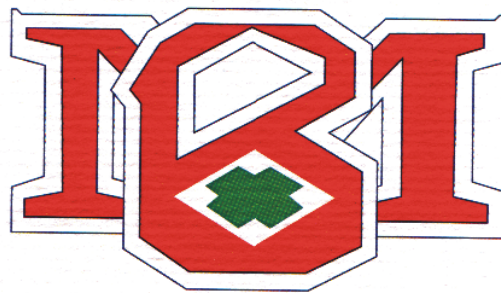


BRISBANE METRO

Competition Rules



Incorporating:
BQI Baseball Rules and GBL Bylaws
Issued October 2009 – 5th Edition

U8 MighTee-Ball, U8 T-Ball, U10 Rookie Ball
U12 Little League Minors, U12 Little League Majors
U14, U16, U20 & Senior Baseball

Date created: 01.06.2004 **Updated:** 14.10.2009

More information: Mark Blaskovich, VP Greg Morriss RDC
0414 955 380 0417 712 608

Version: 4.4

Table of Contents

1	Introduction to Brisbane Metropolitan Baseball Inc Rules	3
2	Terms	3
33	Sponsor Signage	3
4	The Competition.....	3
5	Affiliation Fees	4
6	Registration of Players.....	4
7	Teams.....	5
8	Age Requirements	5
9	Playing Outside Natural Age Groups.....	6
10	The Playing Field	7
11	Playing Equipment.....	8
12	Protective Equipment	9
13	General Playing Rules	10 - 11
14	Pitching and Catching.....	12 - 13
15	Batting.....	14
16	General Coaching	15
17	Sportsmanship.....	15
18	Umpiring	16
19	Infectious Diseases Policy.....	17
20	Offensive Behaviour	18
21	Result Cards & Scorers.....	19
22	Protests.....	20
23	Appeals.....	20
24	Points Table.....	21
25	Wet Days.....	21
26	Home Club Responsibilities	21
27	Eligibility of Players for Finals.....	22
28	Finals.....	22
29	(U8) MighTee-Ball Rules.....	23 - 24
30	(U8) Tee Ball Rules	25 - 26
31	(U10) Rookie Ball Rules.....	27 - 29
32	(U12) LITTLE LEAGUE Baseball Rules	30 - 32
33	Coaches' Code of Conduct	33
34	BQI Playing Up Consent Form.....	34
35	Venues & Contacts	35
36	Brisbane Metro Committee	36

1 Introduction to Brisbane Metropolitan Baseball Inc Rules

These rules are an incorporation of the Brisbane Metropolitan Regional By-Laws, the official Baseball Queensland Inc Baseball Rules, issued 9 September 2009 (see <http://www.qld.baseball.com.au/default.asp?MenuID=Development/1143/0/>), and the Official Baseball Queensland/ Greater Brisbane League Bylaws, issued 10 September 2009 (see <http://www.qld.baseball.com.au/default.asp?MenuID=Competitions/22964/0/>). Please notify any discrepancies to the Brisbane Metro Secretary (see Metro Committee List on page 36). Metro Rules are effective from 1 October 2009.

2 Terms

'ABF'	Australian Baseball Federation.
'BQI'	Baseball Queensland Inc.
'Club'	Affiliated clubs of the Brisbane Metro Region. This also includes Club Executive, Coach, Manager and any other person acting on behalf of that Club.
'GBL'	Greater Brisbane League.
'text in grey'	Brisbane Metropolitan Baseball Inc – Specific By Laws (As approved by BQI – Email: 9/9/04, 8/10/09)
'Metro Region' or 'Region'	Refers to 'Brisbane Metropolitan Baseball Inc and all competitions run by the Region.
'RDC'	Regional Director of Coaching
'QBUA'	Queensland Baseball Umpires Association
'SQBL'	South Queensland Baseball League
'Umpire'	QBUA or any person acting in an official umpiring capacity

3 Sponsor Signage

Sponsorship signage on uniforms is permitted. Anything resembling a baseball is prohibited. All sponsors names; size and placement of the signage **must** be endorsed by Baseball Queensland through the region, league or competition administration.

4 The Competition

The competition will be run by the competition sub-committee of the Region. The sub-committee will consist of one compulsory representative but, preferably two representatives from each Club entering teams in the competition and the Chairman of the Region.

Non attendance of a Club representative at the monthly meetings will bring a thirty dollar fine to the Club. This sub-committee will also act as the Judiciary for the competition. See Items 20.3, 22.6 and 23.1-3.

5 Affiliation Fees

- 5.1 Affiliation fees will be set by the Region annually. These fees will be separate to those set by BQI, GBL, and SQBL.
- 5.2 Players must be registered on 'MyClub' (www.qld.baseball.com.au) before they may play or practice. Clubs will be invoiced for player affiliation fees for the ensuing season before the season begins
- 5.3 Clubs that do not forward registration payment by the due date shall be deemed to be unfinancial from that date until paid.
- 5.4 Any Club deemed unfinancial by either BQI or Metro will bring about a weekly fine of seventy dollars or part thereof, until such time as they become financial. The Club will not continue to play in the Metro competition. Games scheduled during the unfinancial period will be deemed to be a win for the opposing team. BQI will be informed of Clubs that are unfinancial and this will be noted in the BQI Black List.

6 Registration of Players

- 6.1 Clubs must register with the Metro Registrar (see Metro Committee List) every player from U8 to Senior's. Registration must include:
- relevant player details as required by Metro
 - the relevant Metro affiliation fee
- 6.2 Player forms must include the following information relevant to each player:
- full name
 - address
 - date of birth (U8, U10, Little League & Juniors only)
 - telephone number
 - indication that club has sighted birth certificate (U8, U10, Little League & Juniors only)
 - indication that the club has in its possession a signed "BQI - Player Up Consent Form" (if applicable).
- 6.3 Should a player (unregistered with the Region), who has paid their affiliation fees take part in a game, that player's name and date of birth must be entered in the comments section of the scorecard on the day of the game. Formal registration by their Club must reach the Regional Treasurer within 7 days after the last day of the previous month. Otherwise, a fine of fifty dollars will be imposed to the Club. Players will be considered to be registered for the Competition and BQI Insurance from the date the players have paid the affiliation component of the Club Fee to their club. For this reason, players cannot enter the field for game purposes until they have paid the affiliation component.
- 6.4 Should unregistered players participate in an age grade for which they are not eligible, the Club will be fined \$100. The onus is on the club Registrars to sight and photocopy original proof of age of all players.

7 Teams

- 7.1 Where a Club has more than one team in the same age group there will be no interchange of players between those teams except to prevent a forfeit (i.e. fill the eight minimum). This rule does not affect the use of lower age players. Borrowed players, or players who are permitted to play out of age level, cannot pitch or catch in the game.
- 7.2 THE REGION EXPECTS ALL CLUBS TO ENTER TEAMS OF EQUAL STRENGTH in their U8, U10 and LITTLE LEAGUE teams, so as to make for a better competition.\
- 7.3 Division 1 players are not permitted to play in Division 2 games. Infringements of this rule will result in the team forfeiting the points for the relevant game.
- 7.4 Clubs have four weeks from the first fixture game to finalise players for their teams. After that time Clubs may be directed to re-balance their teams should the Competition Sub-Committee deem it necessary. Exceptional circumstances may be considered by the Metro Regional Committee.
- 7.5 Minimum team number to begin any game is eight players. If at all possible a game will be played by borrowing players from the opposing team if necessary so that all players get a game. However, the result will still be recorded as a forfeit against the infringing team in LITTLE LEAGUE and up age levels.

Where an U8 or U10 team does not have enough players for a game, a match is to be played by way of merging both teams to an equal number of players. Remember there are no points involved in this age groups competition.

8 Age Requirements

- 8.1 The cut-off date for all age groups is December 31st in the year the season begins. For example: to play at the U14 age level a player cannot have turned 14 in the year the season commences.

NB: This includes club Little League, U10 and U8 competitions. The 30 April age cut-off will only apply to players for Little League Representative teams.

- 8.2 All **registered** players are required to show proof of age upon initial registration with a club.
- 8.3 There is to be no age restriction for Tee Ball (recommended age: under 8 years of age) **or** Rookie Ball (recommended age: 8 – 9 years of age inclusive). Any person outside these age brackets that wishes to play Tee Ball or Rookie Ball, must seek permission from the RDC. See Rule 9.4 “Playing Outside Natural Age Groups” below.

9 Playing Outside Natural Age Groups

- 9.1 Players in the LITTLE LEAGUE – U16 age levels may play up one age group **ONLY**. A Club may request special permission from their RDC for players to play up. This will be given only after the RDC has assessed the players and feels that they are capable of playing at the next age group. A BQI consent form (**attached**) signed by the player's parent/guardian, the team Field Manager, the RDC and the BQ development officer, must be in the hands of the Scorer's prior to the commencement of that player's first game at the higher age level. Team scorers are to forward the consent form to the League Registrar attached to the game card.

Players in T-Ball (U8) and Rookie Ball (U10) may play up and down **within these age levels only**, depending on **ability**. Age or previous year(s) playing status will not be considered.

- 9.2 Players playing up an age group can only take the field to replace injured players or to ensure at least nine players take the field.
- 9.3 Players when playing up an age level are prohibited from pitching and catching. The **ONLY** exception being U18 players competing at the senior level. All pitchers must adhere to their natural age group pitching requirements. See **Pitching and Catching Item 14.8. NB: This rule applies to Little Leaguers also i.e. Little Leaguers are not permitted to pitch or catch when they play up or down an age group.**
- 9.4 Players of lesser ability may make application to play down one age level **only**. The application must come from a parent/guardian and the player's current coach, through the RDC, to the League Registrar prior to the commencement of the player's first game in the lower age level.
- 9.5 Where there is no competition for a particular age level, then a League may determine the age levels that best fulfil their requirements. Eg: U17, U15, U11 etc. BQI approval **must** be sought before implementation.
- 9.6 To play senior baseball, a junior player **must** turn 16 years of age by **December 31st** in the year the season begins. A BQI consent form must be forwarded to the League Registrar, through the RDC, prior to the commencement of that player's first game at the senior level.
- 9.7 Players in NQ, CQ and FNC areas that are in the U16 age group may play senior baseball. Approval in accordance with Item 10.1 and Item 10.6 above must be obtained and they are to be monitored by way of a "Log Book" or similar. All U16 players are to fulfil their obligations to their junior team on a week to week basis, before permission is granted to play senior baseball.

10 The Playing Field

AGE	GAME	BASEPATHS	PITCH DISTANCE	CENTREFIELD MINIMUM	# BASES
U8 *	T-BALL	60 FT	46 FT	150 FT – 170 FT	REMOVABLE
U10	ROOKIE BALL	60 FT	46 FT	200 FT – 220 FT	REMOVABLE
LITTLE LEAGUE	BASEBALL	60 FT	46 FT	225 FT	REMOVABLE
U14	BASEBALL	80 FT	54 FT	300 FT	PERMANENT
U16	BASEBALL	90 FT	60 FT 6 IN	OPEN	PERMANENT
U20	BASEBALL	90 FT	60 FT 6 IN	OPEN	PERMANENT
SNR	BASEBALL	90 FT	60 FT 6 IN	OPEN	PERMANENT

NOTE:

In the Brisbane Metro Region the use of Safety/Injury Reduction Balls is considered MANDATORY until 31st December each year for LL MINORS.

- 10.1 *In T-Ball there will be a fair ball line 15 FT in front of the tee.
All bases are to be of the padded variety and placed on level ground.

NOTE: Should a base be pegged to the ground (removable as per LITTLE LEAGUE), it is to be done with safety as the **PRIME CONCERN**. Pegs **MUST** be driven **entirely** into the ground with the buckles **under** the centre of the base.

- 10.2 All games for the LITTLE LEAGUE and U14 age levels must have an outfield perimeter of some description in grounds that are not fully enclosed. **Eg:** Cones or markers that are clearly seen from home plate. Any batted ball that passes through will be ruled a ground rule double. Grounds that are enclosed will be played out as long as the ball remains within the playing field. If the ball leaves the playing field it will be ruled a ground rule double.

- 10.3 Marking of the fields, including a dead ball line, is the responsibility of the home team. It is recommended that the dead ball line for LITTLE LEAGUE's be between 20 and 35 FT behind home base or between 25 and 40 FT for U14's.

- 10.4 Regional rules may vary from region to region and these should be advised by the home team to the plate umpire and visiting coach prior to the beginning of the game. Where a difference in rules is present, the home teams' regional rules will apply.

- 10.5 **For home games, Clubs must supply cover for all teams using their grounds. This is to reduce the time players are exposed to the sun.**

11 Playing Equipment

11.1 The home team will supply two ABF approved baseballs (LITTLE LEAGUE's and up) and provide all the bases, including the pitching and home plate. The plate umpire will make the final decision on the game balls if these are in contention.

11.2

AGE	GAME	BALLS	BATS	SHOES
U8	T-BALL	SAFETY	-10 ounces or heavier	RUBBER SOLE
U10	ROOKIE BALL	SAFETY	-10 ounces or heavier	RUBBER SOLE
LITTLE LEAGUE MINORS	BASEBALL	SAFETY up to 31 st Dec each year STANDARD from 1 st Jan each year	* see note below	RUBBER SOLE
LITTLE LEAGUE MAJORS	BASEBALL	*STANDARD	* see note below	RUBBER SOLE
U14	BASEBALL	STANDARD	-8 ounces or heavier	NON METAL CLEATS
U16	BASEBALL	STANDARD	-5 ounces or heavier	METAL CLEATS PERMITTED
U20	BASEBALL	STANDARD	-3 ounces or heavier	METAL CLEATS PERMITTED
MAJOR A	BASEBALL	STANDARD	WOOD	METAL CLEATS PERMITTED

* All bats for Little League play must be marked by the manufacturer as "Approved for play in Little League Baseball"

11.3 Females playing U16 to Senior Baseball (Excluding Major A) are permitted to use Baseball bats - 5 ounces or heavier.

11.4 **Players representing Queensland at the National Championships will be required to use the following bats at their tournaments as per the ABF Rules.**

AGE	GAME	BAT
U14	BASEBALL	- 8
U16	BASEBALL	- 5 (33" or less) - 3 (any length)
U18	BASEBALL	Wood or wood composite

12 Protective Equipment

12.1 Players **must** wear full protective equipment **at all times** when catching or warming up a pitcher. **Eg:** Mask, helmet, chest protector, throat protector and leg guards. Coaches warming up a pitcher are only required to wear a mask and protective cup.

Note: At the Rookie Ball age level or below, soccer style leg guards are permitted.

12.2 Properly fitted, non-damaged two eared helmets must be worn by all batters, baserunners and juniors performing the duties of a base coach.

12.3 Any bat boy/girl (must be a minimum of 8 years old) in the dugout or on the field **must** wear a two-eared helmet at **ALL TIMES**.

12.4 Protective cups are **MANDATORY** for **ALL** players.

12.5 It is recommended that all junior players are encouraged to wear mouth guards. It is not compulsory.

12.6 All Clubs **must** make available a generous supply of SPF 30+ sunscreen.

Note: If in the opinion of the home plate umpire (**in consultation with both coaches**), the weather becomes potentially detrimental to any player's health the game will be abandoned.

13 General Playing Rules

13.1 It is recommended that fielders be rotated through various positions, especially pitching and catching and from the outfield to the infield.

13.2 **If a play is imminent**, runners **must** slide at **2nd and 3rd bases and home plate**. At home plate, the runner **must** slide feet first.

Note: * **An imminent play is defined as:** A fielder or catcher, while **receiving or retrieving** the baseball is physically able to touch the base or home plate with normal effort.

Penalty for not sliding in the correct manner on an imminent play: The runner shall be called out for interference. All other runners return to the base they were previously occupying.

EXCEPTION: In accordance with the ABF ruling, sliding at the U20 & SENIOR level is not mandatory, BUT IS ENCOURAGED.

13.3 Under **normal circumstances**, games will be considered finished when either the maximum time duration or the maximum innings, as determined by leagues in their by laws, (**refer table 13.5**) is reached. An inning started before the scheduled finishing time must be completed. An inning starts immediately after the final out of the previous innings. In U8 – LITTLE LEAGUE this is to be applied even when the game start time is later than the scheduled start time, unless there is no game following and both coaches and umpires agree at the **beginning** of the game.

13.4 If the game is delayed by rain by less than 30 minutes, then that time of the delay will be added to the game cease time. If more than 30 minutes is lost the game will be considered a washout - (LL Minors & Majors to Seniors).

13.5

AGE	GAME	MAXIMUM DURATION	MAXIMUM INNINGS	NO NEW INNINGS TO START	COMPLETE GAME	MERCY RULE
U8	T-Ball	1hr	N/A	Within 5 mins of official finish time	N/A	N/A
U10	Rookie Ball	1hr 15mins	N/A	Within 5 mins of official finish time	N/A	N/A
LITTLE LEAGUE	Baseball	1hr 30mins	6 Innings	Within 5 mins of official finish time	4 Innings	N/A
U14	Baseball	2hrs	7 Innings	N/A	3 Innings	1hr 45mins & equal innings
U16	Baseball	2hrs	7 Innings	N/A	3 Innings	1hr 45mins & equal innings
U20	Baseball	2hrs	7 Innings	N/A	3 Innings	1hr 45mins & equal innings

13.6 No new innings is to be started within 5 minutes of the official finish time in U8's – LITTLE LEAGUE. Any inning commenced in (LITTLE LEAGUE and up) is to be completed unless the **HOME** team is in front after the time limit has expired. Exception: U8's and U10's are strictly based on **TIME** maximum.

13.7 When a team is more than 10 runs ahead of the opposition, the runners will only advance on a hit or a walk (or a balk if U14's and up). In U14, U16 and U20 baseball, if a team is ahead by 10 runs after 1 hour 45 minutes and equal innings, then the "mercy rule" **will be** invoked.

13.8 Players at the U14 and below levels **MUST** start and play **a full game** in **at least 25%** of the teams officially scheduled games. Strategic coaching replacements in junior baseball, especially at these levels are not encouraged, as they detract from player development.

13.9 Each junior player (U8 –U20) **MUST** play at least 50% of the time allowed for that junior fixture. **NOTE: A 5 minute leeway either side of the time will be granted.**

If the time for the change over of players is in the middle of a team's offence (at bat) then time is to be called, to make or advise the umpire & scorers of any necessary changes (eg: replace any batter presently on base with a bench player needing to come into the game at the half way mark) &/or any upcoming changes. Score cards (LITTLE LEAGUE & U14) are to note the time the game starts and time(s) when players enter from the bench or leave the game.

13.10 In the event of an injury or ejection, a team may continue with eight players. Also, a team may commence a game with eight players. However, teams are never permitted to have less than eight players on the field at any given time.

13.11 Substituted players may re-enter a game in the event of an injury, ejection or a player forced to leave the ground prematurely but, are not permitted to pitch.

14 Pitching and Catching

- 14.1 In LITTLE LEAGUE a pitcher may only play that position for a maximum of **60 pitches** or **3 innings whichever comes first**. If six runs are scored in an inning, this is considered to be equal to 1 inning.
- 14.2 In LITTLE LEAGUE a catcher may only play that position for a maximum of 3 innings. If six runs are scored in an inning this is considered to be equal to 1 inning.
- 14.3 Any breach of the pitching/catching/participation rules will result in the following. Each Coach of a team is to be treated on an individual basis.
- 1st offence - A \$50 fine to the Club and a written warning to the offending Coach requesting their attendance at a Metro Region Panel meeting. Notification of the offence is to be forwarded to BQI and the RDC.
 - 2nd offence - A \$100 fine to the Club and subsequent written warning to the re-offending coach requesting their attendance at a Metro Regional hearing, where a two week suspension will be enforced. Notification of 2nd offence is to be forwarded to BQI and the RDC.
 - 3rd offence – Automatic referral to BQI for further disciplinary action.
- (**See Finals** – A Regional Representative will attend and instruct coaches of when to make changes and when pitch counts are up etc, to stop any infringements occurring).
- 14.4 **No player** may pitch and catch in the same day.
- 14.5 **No player** may catch in more than two games in any given day.
- 14.6 A courtesy runner for the catcher is **MANDATORY** after two outs.
- 14.7 **Fastballs and changeups (NO knuckleballs or splitfingers etc) are the only pitches permitted at the U14 and below age levels.**
- 14.8 Pitchers **may not** exceed the game maximums (refer table below) with the exception that should they reach their maximum number of pitches while there is still a batter in the box, they must complete that batter and then be immediately replaced. Scorers are to inform the coach when the pitcher is within 20 pitches of reaching their maximum limit.
- All coaches should make changes between innings when possible – Speed up rule.
 - It is **recommended** that pitchers **should not** start the next inning if 10 or less pitches remain before reaching this maximum – Speed up rule. This also allows for the next incoming pitcher to be properly warmed up.

AGE	GAME PITCHING MAXIMUMS	Recommended pitchers should not start next inning	Scorer to inform the Coach when the pitcher is within...
U10	35 Pitches - *2 nd year players second half of the season ONLY	If 10 or less pitches remain	10 pitches of max limit or pitcher / catcher has completed 3 innings
LITTLE LEAGUE	60 Pitches or <u>3 Innings</u> whichever comes first	If 10 or less pitches remain	20 pitches of max limit or pitcher / catcher has completed 3 innings
U14	70 Pitches	If 10 or less pitches remain	20 pitches of max limit
U16	80 Pitches	If 10 or less pitches remain	20 pitches of max limit
U20	90 Pitches	If 10 or less pitches remain	20 pitches of max limit

Note:

- Any player 16 to 19 years of age (by Dec 31 in the year the season begins) that pitches at any level, including senior baseball must adhere to the U20 pitch limits.
- It is **STRONGLY** recommended that pitchers at the **U16 – U20** age levels throw at least **75% fastballs** throughout the season. This is considered an arm safety and player development requirement.
- It is strongly recommended that junior pitchers not pitch in excess of 1/3 of their game maximum in any single inning.
- It is strongly recommended that Senior pitchers not pitch in excess of 120 pitches in any outing.

14.9 **All coaches of Regional, State (or State Squad) representative players participating in the U14 and U16 Super League Games MUST** keep Daily Pitching Charts. These are to be returned to the pitcher after the game. Pitching charts are definitely encouraged for all players but, will be **mandatory for the above Regional, State (or State Squad) players.**

14.10 All junior players (including U20) that pitch in a game **at all**, must have **at least** one complete days rest from pitching. (**Eg:** Pitches Saturday, cannot pitch again until Monday). If pitchers exceed 50% of their pitching maximum, they must have two complete days rest from pitching. (**Eg:** U20 player pitches 50 or more pitches in a senior game on Friday night, they **cannot** pitch again until Monday).

14.11 **No junior player (including U20)** may pitch in more than one game per day or in 2 days in a row. A pitcher, once relieved, may not pitch again during that game or day.

14.12 Pitchers removed from the mound in accordance with the rules of base (rule 8.06) are still eligible to play in the field. However, they are not permitted to catch. If the pitcher must remain in the game it is strongly recommended that they play either First Base or Second Base.

14.13 Pitchers are allowed a **maximum** of eight warm-up pitches at the start of each inning.

15 Batting

- 15.1 In **U8 – LITTLE LEAGUE and U14 Div 2**, the team at bats inning will cease when 6 runs have scored. The use of this rule was approved by BQI on 27/10/97.
- 15.2 Once batters have faced a pitch during any time at bat, they cannot be replaced during that at bat, except in the case of an injury to the batter.
- 15.3 There is no designated hitter for the pitcher in junior baseball.
- 15.4 **All U8 and U10** players on the team will appear on the batting lineup and bat in order. It is recommended that the team's batting lineup be rotated weekly. Clubs should ensure they have scorebooks (to score more than nine batters) and lineup sheets to present at the beginning of each game.

LITTLE LEAGUE, U14 and U16 teams MUST use a 10 player batting lineup if they have 10 or more players available. This tenth batter must stay in place for the complete game **The extra batter may appear in any batting position** and must enter the game in defence at the half way point. **The extra batter is for player development ONLY and will not count towards participation until they appear on the field.**

The batting position of players may NOT be changed at any point during a game, only the fielding positions are changed.

- In cases where teams have just 9 players, players of a younger age group may play up as the 10th batter provided they do not take the position of a player who should rightfully be playing in that age group. However, they may not take the field in place of another player, except in the case of injury or ejection.
- **In LITTLE LEAGUE Baseball, Leagues may exercise the option to bat more than 10 batters at their discretion.**

Metro rules are to bat all players available

- 15.5 Batters are prohibited from throwing the bat. This is an umpire's judgement call. Offenders and their coaches are to be cautioned on the first offence. A second offence by the same batter will result in the batter being called out and all other runners returned to their bases last legally occupied.

16 General Coaching

- 16.1 **Any** person coaching in a Queensland affiliated LITTLE LEAGUE – Senior competition, **must have** a Level 1 Baseball Coaching Accreditation and hold a current Suitability Card issued by the Commission for Children and Young People. All coaches are required to abide by the BQI Coaches' Code of Conduct (**attached**).
- 16.2 Coaches and players are prohibited from disputing any type of umpiring judgement calls. (**Eg:** Out/Safe, Ball/Strike, or Fair/Foul).
- Penalty:** Automatic ejection.
- 16.3 Coaches must sign the scorebooks and game cards at the conclusion of every game.
- 16.4 In the event of a coach/team being found to be in breach of any of the Baseball Queensland Rules, the offending club/region will be fined \$100.00 per offence. Coaches may also Face revocation of their accreditation.

ALL TOBACCO AND ALCOHOL PRODUCTS ARE PROHIBITED WITHIN THE ONFIELD CONFINES OF ANY BASEBALL FACILITY. ALSO SEE THE BQI COACHES CODE OF CONDUCT. After ascertaining that a coach, player or any team official is disregarding the above directive, the umpires are to automatically eject the offending person. Leagues are then to ensure that the offending person is required to report for a judiciary hearing.

17 Sportsmanship

- 17.1 At the conclusion of each game the Metro Region asks that each team line up at home plate, walking across the plate to shake hands. Spitting on hands prior to shaking hands with the opposing team, or other inappropriate behaviour or language will not be tolerated. (See Item 21 on Offensive Behaviour) Clubs are encouraged to give weekly sportsmanship awards. The criteria for this award is that the player exhibits outstanding behaviour towards the game, the players on both his own and the opposing teams, the officials, respect for his equipment and an excellent attitude toward the game of baseball. This award is given to encourage the development of good sportsmanship throughout baseball and should be noted on the scorecard. The coach may request the Umpire's input when choosing the team's sportsman of the match.

18 Umpiring

- 18.1 There **must** be an umpire situated behind home plate. Open-faced shoes of any type are prohibited.
- 18.2 The home team **must** provide the home plate umpire plus supply them with a mask, protective gear and a counter. The visiting team will provide the base umpire unless the home team, with the visiting team's consent, volunteers to provide both umpires.
- 18.3 No member of either coaching staff is permitted to umpire unless agreed upon by both teams.
- 18.4 Junior players 13 years and above may umpire games, but only below their own age level. If they are the home plate umpire they **must** wear at least a mask, chest protector, leggings and protective cup.
- 18.5 When an umpire (or coach) notices blood on any part of a player's person or uniform, the player in question must be removed from the field.
- 18.6 Where players are directed by an umpire to leave the field under Item 19.5 above, the umpire will wait a reasonable time period, allowing the blood rule (**See Item 19 "Infectious Diseases Policy"**) to be implemented. The time allowed is at the umpire's discretion, but should not exceed 10 minutes. If, when this time has elapsed, the players are unable to take their place in the team, they must be substituted in the usual manner. When a team has only nine players, the game will recommence with the team in question fielding the allowable eight players.
- 18.7 Any player or coach, refusing to obey an umpire's direction in accordance with Items 18.5 and 18.6 above, **will be** ejected from the game.
- 18.8 After two coaching visits to the mound in one inning (**See Rule 8.06 in the Official Rules of Baseball**), the umpire is to direct the pitcher to leave the game. However, if the coach approaches the umpire and moves the pitcher to another fielding position, the umpire **is not** required to direct the pitcher to leave the game.

19 Infectious Diseases Policy

The following rules pertaining to infectious diseases (**Blood Rule**) are taken from the ABF's policy statement. As an affiliate of the ABF, BQI willingly implements and will enforce this policy.

- 19.1 All participants with prior evidence of infectious diseases must first obtain confidential advice and clearance from a doctor prior to their participation in baseball.
- 19.2 No player will participate in any baseball game or continue to participate in any game for so long as such player:
 - are bleeding, or
 - have blood on any part of their person or uniform
- 19.3 Players shall immediately, upon direction by an umpire, leave the playing field where such umpire is of the opinion that the players are bleeding or has blood on any part of their person or uniform. Upon being directed to leave the playing field, players shall not return or take any further part in any baseball game until and unless:
 - the cause of any such bleeding has been abated and the bleeding has stopped
 - the injury is securely covered to the extent that no blood shall emanate there from
 - any blood stained article of uniform has been removed and replaced
 - any blood on any part of a player's person has been thoroughly cleansed and removed.
- 19.4 **CLUB RESPONSIBILITY: The following is an extract of the ABF rules pertaining to Clubs.**
 - Those handling bleeding players must wear disposable rubber or plastic gloves. Resuscitation bags or disposable mouth-to-mouth devices **must** be available.
 - Spitting or urinating in dugouts and/or on the field is strictly prohibited.
 - All clothing, equipment and surfaces contaminated by blood must be treated as potentially infectious. Household bleach in a 1:10 solution may be used to wash contaminated areas. Clothing should be soaked in a bleach solution or disinfectant, depending on manufacturers instructions.
 - Sharing of towels, razors, face washers and drink containers is prohibited.
 - All personnel working within baseball areas should be vaccinated against Hepatitis B.
 - All open cuts and abrasions must be reported to the Coach, Trainer or Team EO and treated immediately.

20 Offensive Behaviour

- 20.1 The umpire has the power to remove any player, coach or team official who behaves in an objectionable manner (eg: for bad language and/or unsportsmanlike behaviour) and will make a report of the name and the offence on the back of the scorecard to be forwarded to the Regional Registrar. The Registrar will report the incident to the Competition Sub-Committee as soon as possible for action.
- 20.2 Once ejected the player, coach or team official must leave the field, cannot be further involved in that game and must be out of uniform.
- 20.3 Any player or club official who has been ejected from a game will appear before the Regional Competition Sub-Committee Judiciary consisting of representatives of two clubs not involved in the game and the Chairman of the Brisbane Metro Region. Offenders should be accompanied by the team coach or club official. Failure to appear can result in a further game suspension.
- 20.4 In the event of unsportsmanlike behaviour by a spectator the umpire may:
- Give the spectator a formal warning
 - Ask the Games Coordinator for that venue to deal with the matter
- Clubs will be responsible for the behaviour of their spectators.

ALL PLAYERS, COACHES, CLUB OFFICIALS AND SUPPORTERS ARE EXPECTED TO ADHERE TO THE AUSSIE SPORT CODES OF BEHAVIOUR.

21 Result Cards & Scorers

- 21.1 Both home and visiting teams will provide competent scorers for each game. The Metro Region will provide training to ensure competency in this area.
- 21.2 Result cards (LITTLE LEAGUE and U14) are to be completed by **both teams**, signed by the Plate Umpire and submitted to the Regional Registrar. Scorers are to ensure the scorecard is fully and correctly completed. Signature on the scorecards indicate final acceptance of the outcome of the game by the officials (excepting any protests entered on the card).
- 21.3 Participation cards (U8 and U10) are to be completed by the home team and is to be submitted to the Regional Registrar. These cards are sent in simply to ensure:
- Players participating are registered to the Region
 - Notifications of injuries
 - For coaches/umpires to make comments on any aspect of the game they may have had rule differences with or player/coach/parent conduct problems or field problems.
- 21.4 Scorers must sit together. In the event of unresolvable differences in the score, the home team book will be accepted by the umpire as the official score. SCORERS (WITH THE EXCEPTION OF INFORMING THE COACH WHEN THE PITCHER IS WITHIN 20 PITCHES OF REACHING THEIR MAXIMUM LIMIT) WILL NOT TAKE PART IN THE GAME ACTIVITIES BUT, SCORE THE GAME ONLY.
- 21.5 Scorers will show a score of 7-0 on the result card (LITTLE LEAGUE and U14) when a team has forfeited a game. The team that did not forfeit the game will be credited with a win. However, a scorecard must still be completed, signed and forwarded to the designated Regional Registrar.
- 21.6 It is the responsibility of BOTH teams (LITTLE LEAGUE and U14's); (the home team in U8's and U10's) to forward the scorecard to reach the Regional Registrar by the TUESDAY after the game. Cards must still come in for a "wash out", "heat out" or "forfeit" so the registrar knows what took place.
- 21.7 Official protests (LITTLE LEAGUE and U14's) must be noted on the scorecard and advised by the protesting team in writing to the Regional Registrar within 72 hours of the game finish time.

22 Protests

- 22.1 Protests of any kind shall first be reported to the plate umpire.
- 22.2 Brief details will be recorded on the scorecard, noting the time of the game at which point the protest resulted (top/bottom of innings, number out, runners, pitch count, batter count, score).
- 22.3 No telephone protests will be considered.
- 22.4 A separate statement detailing full details including game situation etc, should be prepared after the game and forwarded to the Registrar for action. (**Refer Item 21.7 above**)
- 22.5 All protests shall be considered by two (2) representatives from Metro Region Clubs not associated with the protest, as well as the Chairman of the Brisbane Metro Region or his appointed representative from the Committee.
- 22.6 **These rules are to be adhered to.** Any infringements are to be dealt with by the League or Region conducting the competition in the first instance.

23 Appeals

- 23.1 Any player, official or club may appeal to Metro against any Judiciary Committee decision.
- 23.2 The Judiciary Chairman will appoint an Appeals Committee comprising three or more impartial persons. Members of an Appeals Committee cannot be affiliated with any of the clubs involved in an appeal.
- 23.3 Appeals must state clearly the grounds for the appeal. Failure to do this will invalidate the appeal. Appellants must lodge appeals, together with a \$100.00 fee, within two working days after notification of the judiciary decision. (Clubs lodging appeals must write the appeals on official club letterhead). Appeals should be forwarded to the Judiciary Chairman.
- 23.4 Metro will make every effort to expedite the outcome of any appeals to ensure fairness to all concerned. Metro will hear appeals within seven days of receipt of the appeal and the appropriate fee.
- 23.5 Any penalty imposed shall be suspended until a decision on the appeal is made by the Appeals Committee.
- 23.6 Metro will refund the \$100.00 fee after an appeal is upheld.
- 23.7 Metro will retain the \$100.00 fee after an appeal is denied.

24 Points Table

24.1 LITTLE LEAGUE competition shall use the win/loss percentage system to decide standings. Win/loss percentage is derived by dividing games won by the sum of (games won + games lost), then multiplied by 100.

For the U14 – U20 age groups refer to [GBL's By-Law 3.54](#).

Should any two or more teams finishing in the top three positions after completion of fixtures be tied, the Registrar shall allocate places using the following criteria:

- a) Head to head for the teams for the season.
- b) Then runs for and against, head to head for the season.
- c) Then runs for and against overall for the season.

24.2 Where byes exist or there are an uneven number of games due to washouts in LL, The Win-Loss percentage will average out the Ladder order. ALL Effort will be made to schedule an equal amount of games for all LL Teams in METRO.

24.3 Where a team has points deducted for an infringement in a game it does not change the results of the game or the points for the other team.

24.4 If a game is played, normal points will be awarded even where some or all of the other games in that grade in that round are washed out.

25 Wet Days

25.1 Where possible, games should be played even if it requires the venue to be changed to the opposition's grounds.

25.2 If the Home Club's ground controller considers the ground is unplayable they shall advise the contact person for the opposition Club by 7am at the latest on game day.

26 Home Club Responsibilities

26.1 Provide clean facilities for players, officials and spectators, including shaded dugouts for both teams and shaded table for the scorers. Clubs must be aware of their duty of care.

26.2 Provide Canteen Facilities (hot/cold food and drinks) at the ground.

26.3 Provide protective gear for the plate umpire.

27 Eligibility of Players for Finals

- 27.1 A player who has qualified in a lower grade may be used in a higher grade semi-final, final or grand final if higher grade players are unavailable. **Teams are not permitted** to interchange players between teams of the same grade and will present the team line up to the Registrar or Regional Representative for verification PRIOR to the game. Failure to do so will result in a forfeit for the offending team(s).
- 27.2 To be eligible for Junior finals, players must have played in a minimum of 25% of Junior games for their club throughout the season. Special circumstances and exceptions may be considered on application to the Metro Judiciary Committee.

28 Finals

- 28.1 In the event of wet weather 3 complete innings shall constitute a game.
- 28.2 If the game is a washout, the registrar will reschedule the game for the following week.
- 28.3 In the event of the rescheduled LITTLE LEAGUE Grand Final then being declared a washout, the process in Item 28.6 below applies. For U14 – U20 the process in Item 28.7 below applies.
- 28.4 Game times are those set down i.e. 1 ½ hours for LITTLE LEAGUE, 2 hours or seven innings whichever comes first for U14, finishing the innings in each case. For U16 and U20 Grand Finals only, all games shall be seven innings games.
- 28.5 If tied at the scheduled completion time, the game shall be played until a result is achieved to a maximum of 6 innings in LITTLE LEAGUE and 9 innings in U14 – U20.
- 28.6 In LITTLE LEAGUE, if the game is still tied after 6 innings the result of the game shall be declared in favour of the team who have had the most runners on third base; if still tied, the team with the most runners on second base; if still tied, the team with the most runners on first base. If the game is still tied, it is to be replayed at a later date.
- 28.7 In U14 – U20, if the game is still tied after 9 innings the result of the game shall be declared in favour of the team with the better head to head results throughout the season. Should this prove to be impossible then the team with the highest competition standing will be declared the winner.
- 28.8 Any breaches of pitching/catching/participation/registrations in finals will result in a forfeit against the offending team.
- 28.9 **Home Team**
For all finals, the team with the higher standing on the ladder shall be the home team.
- 28.10 **Game Balls**
Each team is to supply one game ball and have a second on hand if needed (in case if wet weather).

29.1 MighTee-Ball Session plans

Each session consists of:

1. Warm up- 5mins.
2. Throwing- 10mins.
3. Fielding- 10mins.
4. Hitting- 10mins.
5. Base running- 5mins.
6. MighTee-Ball Game- 30mins.

Allow for 2min. change over time between each station. This will give you time to finish setting up the next station and players to have a drink break. The total amount of time for the modified games component is 48mins. After the completion of the modified games the two teams will play a 30 minute game.

An example of your MighTee-Ball Program:

Session plan

- 5:00- **Warm up**
- 5:05- Drink break
- 5:07- **Throwing**
- 5:17- Drink break
- 5:19- **Fielding**
- 5:29- Drink break
- 5:31- **Hitting**
- 5:41- Drink break
- 5:43- **Base running**
- 5:48- Set up for game
- 6:00- **MighTee-Ball Game**
- 6:30- Pack up

Note: It is recommended that all stations are set up before the commencement of each session. This will allow for a smoother transition between stations.

Additional information about each modified game can be found on the Baseball Queensland Coaches Association website: <http://www.qldcoaches.baseball.com.au/>

29.2 MighTee-Ball Game Rules

1. GENERAL

DURATION OF GAME

Maximum of 30 minutes

TEAM NUMBERS

Maximum six players per team. Each player will field a position on the infield.

NOTE: You can have a team of five. If this is the case the batting sides coach will be the catcher. All other infield positions must be occupied.

UMPIRES

The batting sides coach will be the home plate umpire. They are to position themselves behind home plate. The fielding sides coach may be on the field and positioned behind the infield.

2. PLAYING RULES

BATTING

- A. The home plate umpire is to suspend play by calling "Time". After play is suspended then "Batter Up" is called by the home plate umpire

NOTE: "Time" will be called when either an out is made or a fielder has possession of the ball in the infield and calls "Migh-Tee Ball".

- B. A batted ball is in play when it is hit off the tee and passes over the 15 feet fair ball line. Otherwise it is considered a foul ball.
- C. The batting side is retired when the fielding team has made three outs or the batting team has hit through their line up. If the batting side is retired by outs than the next batter in line will be the first batter of the following inning.
- D. Three strikes (swinging) and the batter is out. A foul ball does NOT constitute a third strike.
- E. Runners will be awarded 1 point for every base they reach safely.
- F. Play continues when a batted ball goes past the infielders.
- H. The automatic out rule does not apply if one team has less numbers than the other.

BASERUNNING

- A. Base stealing is prohibited.
- B. Runners may not leave their base until the batter makes contact with the ball.
- C. Runners may not advance beyond the base they were approaching on the call of "time."
- D. Runners approaching a base occupied by a fielder in possession of the ball are to be given out. This eliminates the necessity, but does not preclude the tagging of a runner.

FIELDING

- A. Infielders must assume their initial fielding position behind the basepaths. The Pitcher is the only player to be positioned inside the base paths and must have both feet on the Pitcher's plate.
- B. The batting sides coach, who is the home plate umpire for that half of the inning, will also be the fielding teams catcher if the fielding team has five players.
- C. Pitchers must throw the ball to record an out. Coaches are to encourage ALL fielders to throw the ball to a team mate rather than independently running to a base to execute the force out.
- D. Fielders must occupy a different fielding position in each inning.

30 (U8) Tee Ball Rules

1 General

DURATION OF GAME

Max – 60mins

MAXIMUM RUNS SCORED PER INNING

6 Runs

Both coaches are to meet prior to the start of the game and confirm the official time.

- Teams may field as many as the opposition up to 12; and bat as many as 12 in any given game. Players that exceed the normal nine, **MUST** occupy fielding positions in the outfield.
- It is important to note that at this age level, all emphasis should be on games and modified games that are used to help develop basic motor skills.

2 Playing Rules

BATTING

- a) The home plate umpire is to suspend play by calling “Time” before requesting “Batter Up”. Batters then assume their position in the batter’s box. Batters cannot hit the ball until the umpire calls “Play Ball”.
- b) A batted ball is in play when it is hit off the tee and passes over the 15 feet fair ball line. Otherwise it is considered a foul ball.
- c) The batter will continue his time at bat until the ball is hit into fair territory.

Note: No strikes will be called on the batter.

BASERUNNING

- d) Base stealing is prohibited.
- e) Runners may not leave their base until the batter makes contact with the ball.
- f) Runners may not advance beyond the base they are approaching on the call of “time”. “Time” may only be called by the umpire once the ball is in the possession of a player in the infield and it is deemed that no other plays will reasonably take place.
- g) **NO** runner(s) including the batter/runner, may advance beyond the base they are approaching in the event of an overthrow.
- h) Runners approaching a base occupied by a fielder in possession of the ball are to be given out. This eliminates the necessity, but **does not preclude** the tagging of a runner.

FIELDING

- i) A fielding pitcher **is not** considered an infielder. Infielders **must** assume their initial fielding position **behind** the basepaths. Outfielders **must** be well behind their infielders before play can resume. An appropriate distance is **approximately** 5 metres behind the infielders.
- j) The catcher is to be **approximately** 3 metres directly behind home plate and **in front** of the umpire.
- k) Pitchers **must** throw the ball to get an out. If this does not occur the batter/runner shall be awarded the base that they are running to.

Coaches are to encourage **ALL** fielders to throw the ball to a teammate rather than independently running to a base to execute the force out.

- l) The Infield Fly rule (**see rule 2.00 of the Official Rules of Baseball**) does not apply to U8 Tee Ball. Therefore, if any fly ball is caught by an infielder, the batter is out, the ball becomes dead and **NO** runner(s) may advance or be put out.
- m) On overthrows at **any base**, the ball is automatically declared dead. **NO** runner(s) including the batter/runner, may advance beyond the base they are approaching.

3 Coaching

- a) Coaches are **only** permitted on field if positioned **behind** their infielders. When on field, coaches may not physically touch a hit ball, or a player in the act of fielding.

Penalty: Batter/runner is awarded first base; all other runners advance one base **only**.

- b) In accordance with **Item 16.2** in General Coaching, no debates on **ANY** calls are permitted.
- c) Coaches must wear at least the club uniform shirt and cap and be neatly attired at all times. Open faced shoes of any type, are prohibited.

NO LEAGUE OR PERSONAL STATISTICAL DATA IS TO BE KEPT AT THE TEE BALL LEVEL.

31 (U10) Rookie Ball Rules

1 General

DURATION OF GAME

Max – 75mins

MAXIMUM RUNS SCORED PER INNING

6 Runs

- Both coaches are to meet prior to the start of the game and confirm the official time.
- Teams may field as many as the opposition up to 12; and bat as many as 12 in any given game. Players that exceed the normal nine, **MUST** occupy fielding positions in the outfield.
- It is important to note that at this age level, all emphasis should be on games and modified games that are used to help develop basic motor skills and basic baseball skills.

2 Playing Rules

A designated pitcher is defined as: a coach or other delegated person from the batting team that pitches the ball to that team's batters. The designated pitcher must be 15 years and above.

BATTING

- a) Should the batter hit the ball into the designated pitcher, the batter will be awarded with a single base hit (all other runners advance one base **only**). Designated pitchers should wear a glove for self-protection, but **must make every effort to avoid touching any batted ball.**
- b) Only **ONE** baseball is allowed **on the playing field** at any given time.
- c) There are no Base on Balls (ie: walks) in Rookie Ball.
- d) Each batter will have three (3) swings after which a tee will be provided for the batter to hit off. The batter will continue his/her at bat until such time as he/she hits the ball into fair territory. (Only full rubber tees or fold up tees are to be used).
- e) When the tee is in use the batter must hit the ball a minimum of 15 feet from the tee before the ball is considered to be in fair territory.

BASERUNNING

- e) Base stealing, or advancing on passed balls and wild pitches, is prohibited.
- f) Runners may not leave their base until the batter makes contact with the ball.

Penalty: Should the umpire observe such an infringement, the runner is sent back to the base last legally occupied. If the pitch is hit into fair territory, the infringing runner is ruled out. **All** other plays resulting from that hit stand.

- g) Runners may not advance beyond the base they are approaching on the call of “time”. “Time” may only be called by the umpire once the ball is in the possession of a player in the infield and it is deemed that no other plays will reasonably take place.
- h) On overthrows at **any** base, the ball is automatically declared dead. **NO** runner(s) including the batter/runner, may advance beyond the base they are approaching.

FIELDING

- i) A fielding pitcher **is not** considered an infielder. Infielders **must** assume their initial fielding position **behind** the basepaths. Outfielders **must** be well behind their infielders before play can resume. An appropriate distance is **approximately** 5 metres behind the infielder. **All** fielders shall remain relatively stationary when the umpire calls “play ball”.
- j) The Infield Fly rule (**see rule 2.00 of the Official Rules of Baseball**) does not apply to U10 Rookie Ball. Therefore, if any fly ball is caught by an infielder, the batter is out, the ball becomes dead and **NO** runner(s) may advance or be put out.

Note: Coaches should teach players how to “tag up” in the event of a fly ball.

PITCHING

- k) The designated pitcher (coach) is to pitch from a kneeling position. The pitcher is required to throw a flat trajectory pitch either over arm or under arm, at a speed that is conducive to the batter’s ability **to make contact with the ball. (See Playing Rules above Item 2c). Battery operated pitching machines are permitted on low settings only.**
- l) The fielding pitcher must be positioned approximately an arms length to either side and behind the designated pitcher.
- m) 2nd year players will be eligible to pitch in the second half of the season. These players will be limited to a maximum of 35 pitches per game and can only pitch in one game per day. These players will pitch to their own team and emphasis should be placed on pitching balls to their team that can be hit.

3 Coaching

- a) Coaches are **only** permitted on field if positioned **behind** their infielders. When on field, coaches may not physically touch a hit ball, or a player in the act of fielding.

Penalty: Batter/runner is awarded first base; all other runners advance one base **only**.

- b) Appeals by a defensive coach for:

- runners leaving early
- bat throwing or
- for taking extra bases on "Time"

may only occur at the conclusion of said play. Such appeals **must** be in the form of a question and **must** occur prior to the first pitch to the next official batter.

- c) Coaches must wear at least the club uniform shirt and cap and be neatly attired at all times. Open faced shoes of any type, are prohibited.

NO LEAGUE OR PERSONAL STATISTICAL DATA IS REQUIRED AT THE ROOKIE BALL LEVEL. HOWEVER, PITCHING DATA IS TO BE KEPT WHEN A 2ND YEAR PLAYER IS PITCHING.

32 (U12) LITTLE LEAGUE Baseball Rules (League Competitions)

For Major League and Minor League Divisions of LITTLE LEAGUE refer to Official Rules of Baseball and Official Little League Rules. Exceptions to the rules are noted in grey below.

As per the official rules, for both LL Majors and LL Minors, players MAY advance on a passed ball, MAY come home on a passed ball, and MAY steal once the ball has crossed home plate.

1 General

DURATION OF GAME	MAXIMUM INNINGS	MAXIMUM RUNS SCORED PER INNINGS
Max – 90mins	6 Innings	6 Runs

- All innings started must be completed (weather permitting)
- Both coaches are to meet with the home plate umpire (official timekeeper), prior to the start of the game and confirm the official time. These times **must** then be relayed to the scorers.
- An umpire **may** assign timekeeping duties to the home scorer prior to the game. If this occurs, then the coaches should confirm the start and finish times with that scorer.

2 Playing Rules

BASERUNNING

- a) Baserunners may not leave their base until the pitch crosses the front of home plate.

Penalty: Should the umpire observe such an infringement, the runner is sent back to the base last legally occupied. If the pitch is hit into fair territory, the infringing runner is ruled out. **All** other plays resulting from that hit shall stand.

- b) Coaches **must** not encourage their players to take extra bases in a “suicide” manner with intention of enticing an overthrow. This is a breach of the Coaches Code of Conduct and could result in the runner(s) involved being called out, the coach being ejected, or both.

- c) PITCHING

There are no “Automatic” balks at the LITTLE LEAGUE level. When a balk of any kind (**see Rule 8.05 of the Official Rules of Baseball**) occurs, pitchers are to be informed that they have barked and an explanation of what occurred is to be given to them in the presence of their coach.

- d) For all other Pitching and Catching limits and rules please refer to “**Item 14 - Pitching and Catching**” on pages 12 and 13.

- d) A pitcher may only play that position for a maximum of 60 pitches or 3 innings whichever comes first, in any one game. However, if six runs are scored in an inning, this will be considered to equal 1 inning.

CATCHING

- e) A catcher may only play this position for a maximum of 3 innings in any one game. However, if six runs are scored in an inning, this will be considered to equal 1 inning.

BATTING

- f) There is no dropped third strike in Little League Baseball, Minors or Majors. i.e if the catcher drops the third strike the batter is automatically out

g) LL MINORS - COACH PITCH/SOFT TOSS

In the event that the count upon a batter in LL Minors reaches ball four, the Coach Pitch/Soft Toss rule will come into effect. The Batter retains the strike count.

The following shall apply:-

- The coach shall deliver a flat trajectory Pitch from the pitching plate or in front of it. The umpire will still call balls/strikes. The player pitcher must take up a position behind and to one side of the coach pitcher.
- If the coach pitches four balls, then the coach shall deliver a Soft Toss Pitch. When delivering a Soft Toss Pitch, the Coach must be on the foul line. The batter shall take his or her stance. The batter cannot bunt. The catcher must take up a position in the catcher's box. The batter retains the strike count and the Coach must pitch a Soft Toss Pitch. The batter can strike out.
- All fouls on a Coach Pitch/Soft Toss are strikes except after two strikes, when all fouls shall be called foul. The ball must travel at least 5 metres from the home plate. If the ball fails to travel this distance, it shall be called a foul ball
- There is no Stealing allowed during Coach Pitch or running on passed balls. When a Coach Pitch/Soft Toss is being made, the runners are not permitted to take a lead.
- A Coach Pitcher hit by Batted ball will result in a dead ball, batter receives First Base for the hit and all Runners return to previous base unless forced to advance. There can be no Out of any base runner made on the play.
- A batter who achieves a safe hit from a Coach Pitch/Soft Toss shall not run more than one base. Any runners on base may not advance more than one base. The batted ball will remain in play

h) **STEALING BASES**

In both LL Minors and Majors, no base runner may leave the base until the ball crosses home plate or forced to by the Batter. Players may then advance at their own risk regardless of whether the catcher controls the pitched ball or not.

Players shall not steal if their team is ahead by seven (7) or more runs.

h) **INFIELD FLY RULE**

Infield fly rules applies in LL Majors and LL Minors. (“An INFIELD FLY is a fair fly ball (not including a line drive nor an attempted bunt) which can be caught by an infielder with ordinary effort, when first and second, or first, second and third bases are occupied, before two are out. The pitcher, catcher and any outfielder who stations himself in the infield on the play shall be considered infielders for the purpose of this rule. The batter-runner is out and the ball remains alive. Runners may advance at their own risk”)

3 Coaching

- a) In club competition coaches are permitted to wear the full team or club uniform including cap, pants and playing top. Minimum dress standard – Team Cap, Team shirt, appropriate shorts and closed shoes.
- b) Open faced shoes of any type, are prohibited.

4 Participation

- a) Pitchers and catchers may only play those positions for a maximum of nine defensive outs in any one game (see Pitching and Catching Section 14 on page 12-13). However, if six or more runs are scored in an inning, this will be considered to equal three defensive outs for that inning.
- b) If a player has played the outfield at any time in two successive games, they **must** then play their next game as an infielder. For dispensation from this rule, Clubs **must** contact BQI through their RDC. The RDC will then write to BQI seeking approval.

33 COACHES' CODE OF CONDUCT

These principles are considered practicable and are within the aims and objectives of Baseball Queensland

- Supervise the behaviour of the team at all times.
- Do not criticise players in front of spectators, parents or other teams. Review constructive criticism with a player or the team in private.
- Accept decisions of the umpire as being fair and called to the best of their ability. Do not abuse or ridicule the umpire nor allow your players to do so.
- Develop team respect for opponents, spectators and officials. Do not criticise other teams, supporters or officials by words or gestures.
- Set a good example in personal appearance and behaviour.
- Encourage sportsmanlike behaviour among the players.
- Ensure whenever possible all players have equal time on the diamond. Avoid overplaying the talented players - the average players need and deserve equal time.
- Encourage players to work together as a unified group (teamwork).
- Keep yourself informed of sound coaching principles and seek more skilled advice when necessary.
- Encourage your team to hustle on and off the playing field at all times.
- Place the welfare and development of the individual above a winning or losing record.
- Do not embarrass or demoralise your opponents.
- Do not use any form of tobacco or alcohol on the field, in the dugouts, bullpens or while in uniform.
- Whenever possible provide assistance with coaching expertise and knowledge to developing teams.
- Abide by the rules and regulations established by Baseball Queensland.
- Be aware of any player with medical problems.
- Strive to develop a positive image and self-sufficient attitude with each player.
- Present the sport of baseball in a positive image.
- Ensure your accreditation is current and updated regularly.
- Ensure you are the holder of a current Suitability Card issued by the Commission for Children and Young People.

I _____ have read & understand the above code of conduct & agree to

abide by this code of conduct. Signed: _____ Date: ____/____/____

BASEBALL QUEENSLAND

PLAYING UP/DOWN CONSENT FORM

Player's Family Name _____ Player's Given Name _____

Club _____ Region _____

Age _____ Date of Birth _____ Position played _____

We the undersigned seek dispensation from Rule A (Playing Outside Natural Age Groups) for the above player. Reasons for the request that the player participate one age level above the player's natural age level are as follows:

All of the above information is to our knowledge true and correct. We as a unified group believe these to be the exact reasons for seeking this dispensation. As such, we absolve Baseball Queensland and ANY of its employees of any liability that may occur as a result of said player being given this dispensation. This liability may include, but is not limited to personal injury, emotional trauma and decreased skill development as a player.

Printed Name _____ Parent or Guardian

Signature

Date

Printed Name _____ Club Team Field Manager

Signature

Date

Printed Name _____ Regional Director of Coaching

Signature

Date

Approved by: _____
BQI Development Officer

Date

35 Venues & Contacts

Hendra All Stars

Bannister Park
Gerler Rd & McIntyre St
Hendra Q 4011
Ph: (07) 3268 5350

Wet Weather Contact

Automated
Ph: (07) 3268 5350

Pine Hills Lightning

James Drysdale Reserve
Jinker Track
Bunya Q 4055

Wet Weather Contact

Greg Long
Mob: 0411 655 161

Ph: 0423 775 969

Carina Red Sox

Clem Jones Sports Centre
Creek Rd & Zahel St
Carina Q 4152

Wet Weather Contact

Garry Haylock
Ph: 3843 6389
Mob: 0409 623 747
Wk: 3893 0893

Ph: (07) 3398 3726

Windsor Royals

Holloway Field
Market St
Newmarket Q 4051

Wet Weather Contact

Automated
Ph: 07 3356 4349

Ph: (07) 3356 4349

36 Brisbane Metro Committee 2009/2010

Brisbane Metro President
Email: biggazza01@hotmail.com

Garry Haylock
Hm: (07) 3843 6389
Wk: (07) 3893 0893
Mob: 0409 623 747

Brisbane Metro Vice President
Email: blaskovich_lamond@mac.com

Mark Blaskovich
Hm: (07) 3367 8507
Mob: 0414 955 380

Brisbane Metro Treasurer

vacant

Brisbane Metro Secretary
Email: demcpaul@optusnet.com.au

Denise McPaul
Mob: 0402 084 692

Brisbane Metro Registrar

vacant

Assistant Brisbane Metro Registrar
Email: lpaewai@hotmail.com

Louise Paewai
Hm: (07) 3351 7881

Brisbane Metro State Councillor
Email: biggazza01@hotmail.com

Garry Haylock
Hm: (07) 3843 6389
Mob: 0409 623 747

Brisbane Metro State Councillor
Email:

Tony Maggs
Mob:

Brisbane Metro RDC
Email: greg@sportswearqld.com.au

Greg Morriss
Mob: 0417 712 608

Little League Scorecards (for 09/10 season)
BY FOLLOWING TUESDAY please:
to be posted or scanned & emailed to:

Brisbane Metro Regional Registrar

Post to: Christine Beattie
35 Seraya Crt Closeburn 4520
OR scan & email to: B.Beattie@bigpond.com