



Junior Competitions

Operational Rules

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About

Ryde Hawks Baseball League “The Hawks” is the premier Baseball Organisation in the Sydney Metropolitan Region. First established in 1988, the Association has twelve Affiliated Clubs with the focus on providing a professionally run competition for all skill levels.

Competition follows the Little League format to ensure every level of player can have fun and develop their skills at their own pace, playing against other baseballers of a similar skill set.

Websites

www.rhbl.com.au

<https://www.facebook.com/ryde.hawks/>

www.baseballnsw.com.au

www.baseball.com.au

Ryde Hawks Baseball League

RHBL Facebook page

Baseball NSW

Baseball Australia

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SECTION 1 – MANAGEMENT OF THE COMPETITION

1.1. PURPOSE

This document defines additional rules to be applied to Ryde Hawks Baseball League games over and above those applied as Official Baseball Rules.

1.2. STRUCTURE

These Rules are structured as following:

Section 1 – Management of the Competition
Section 2 – Rules of the Game
Section 3 – Rules Applied to Live Ball Games
Section 4 – Rules Applied to Machine/Coach Pitch Games
Section 5 – Rules Applied to T-Ball Little League T-Ball Games
Appendix A - Summary of Penalties
Appendix B - List of Representative Competitions
Appendix C - Age Matrix
Appendix D – Code of Conduct

The Rules documented in Sections 3, 4 and 5 must always be read in conjunction with those documented in Sections 1 and 2 as the latter describe requirements of the game of baseball for RHBL while the former describe Rules pertaining specifically to the three types of junior baseball played in RHBL, ie. Live Ball, Machine Pitch and T-Ball.

1.3. GENERAL

These rules are to be read in conjunction with the “2019 Official Rules of Baseball” , issued by Major League Baseball and the 2020 Little League Official Baseball Regulations, Playing Rules and Policies. If there is any conflict between those rules and these Rules, then these Rules will take precedent.

1.4. TERMS

In these Rules:

BA Baseball Australia. The descriptor used by the Australian Baseball Federation in performing the functions as the representative body for baseball in Australia, in national and international regulatory and co-ordination responsibilities.

BNSW	Baseball NSW
Club	A club that has, during the last Winter/Summer or Summer/Winter year, at least one team competing in RHBL competitions.
Competition Participant	Any player, coach, manager, umpire, scorer, game official, player's parent, spectators, Club official or any other person taking an active role in any RHBL sanctioned game or competition.
Defaulters	Refer 1.11.5.
Competition	A level within the RHBL
Final Series	A semi-final, final and grand final games.
Five Run Rule	An inning is completed when three (3) outs are affected or the batting side scored five (5) runs. The play in which the fifth run is scored ends when the fifth run crosses home plate – no further runs can be scored.
Forfeit	A loss awarded to one team as a 0-9 loss.
Game Official	A person who has successfully completed a qualification, recognised by RHBL, to officiate, umpire and take charge of T-Ball Games played in the RHBL competition under these Rules. All reference to an umpire in these Rules will include the Game Official where the game played is T-Ball
LL	Little League Baseball Incorporated.
Member	As defined in the constitution of RHBL.
No Game	A game not declared a regulation game, not played or deemed not played by the Operations Executive.
Operations Executive	The person filling the role of RHBL Operations Executive as appointed by the RHBL board.
Penalty	A penalty or fine, as determined each season by the RHBL and amended from time to time by RHBL
RHBL	Ryde Hawks Baseball League Incorporated
RHBL Board	Elected and appointed officials of the RHBL
RHBL Tribunal	A committee formed as required by RHBL comprising a minimum of 3 persons to hear matters of behaviour and breaches of RHBL Codes of Conduct. The tribunal shall be chaired by the Operations Executive. This is now combined with the Rules Sub-committee.
RHBL CoM	RHBL Committee of Management. Made up of representatives from all participating clubs as defined by the APPENDIX E.

RHBLTRSC	RHBL Tribunal and Rules Sub-Committee.
Round	A normal competition game but does not include the Final Series
Rules	These RHBL Junior Competitions Operational Rules and any other rules introduced by RHBL, as amended from time to time.
Starting Player	A registered player that was listed in the initial team of up to 12 batters, that played from the start of the game in any Round or Final Series game.
Team	The list of registered players of a team in a Competition.
Ten Minute Rule	A new innings shall not begin less than ten (10) minutes before the end time agreed in Rule 2.11.1. The ten minutes is deemed to start at the time of the last out of the previous even innings.
Tournament	An event sanctioned by Baseball Australia but not limited to Little League, Sydney State League and school baseball competitions
Tournament Player	Any player who plays in a NSW Baseball Sanctioned All Star Tournament.
Umpire	A person who has successfully completed a qualification, recognised by RHBL, to officiate, umpire and take charge of any RHBL baseball game. Attendance at an RHBL Game management or NSWBUA Community umpire course within the last 12 months is a recognised qualification
Zooka	The approved device used for Machine Pitch, combined with the short leg option .

1.5. RULE CHANGES

The RHBL reserves the right to vary any of the Rules at any time. Any change takes effect on a date specified by RHBL and advised in writing to all Clubs.

1.6. MANAGEMENT OF RHBL COMPETITIONS

1.6.1 CLUB CORRESPONDENCE

Club correspondence with respect to these rules must be issued/signed by the Club President, Executive Member of the Club responsible for the management of Junior Baseball and/or a RHBL Member from the club.

1.6.2 OPERATIONS EXECUTIVE

The Operations Executive of the RHBL CoM shall be responsible for the management of all RHBL competitions. The Operations Executive role will include compilation of draws, communication of all issues relating to the competition, changes to published draws (times and places), recording of game results and the resolution of any issues needing resolution prior to the commencement of a game.

The Operations Executive has the responsibility for the management of all issues covered by Section 1 of the RHBL Rules and the Rules assigned the Operations Executive in Section 2.

1.6.3 DECISIONS OF THE OPERATIONS EXECUTIVE

The Operations Executive may seek the advice of the RHBL RSC prior to making a decision on issues that are his/her responsibility. The Operations Executive does not have to take the advice of the RHBL RSC on these matters.

The decisions of the Operations Executive are binding on all participants of the competition and cannot be appealed.

Where issues are raised within 96 hours prior to the scheduled start time of a game, the Operations Executive will be called upon to make a quick decision. All competition participants are required to respect the decision of the Operations Executive. Any communication between a Club and the Operations Executive shall be made in a manner consistent with the RHBL Codes of Conduct.

The Operations Executive may reject any request for a change because he/she deeming that there is insufficient time to effectively communicate any decision to those affected by any decision to change.

1.6.4 RHBL TRIBUNAL AND RULES SUB-COMMITTEE

The committee will be chaired by the Operations Executive of the RHBL CoM and comprise a minimum of 3 people and a maximum of 4 people.

This committee will be formed by the Operations Executive as required to deal with protests (refer Section 2.6) based on Sections 2 to 5 of the RHBL rules, behaviour and breaches of RHBL Codes of Conduct or on the rules of Baseball

The members of the sub-committee will preferentially include an experienced coach and an independent club representative. The members of the sub-committee, other than the TRSC Chair, will preferentially not be associated with the club(s) that is the subject of a protest. The TRSC Chair has the responsibility to select and appoint sub-committee members as needed.

Sub-committee members must be acceptable to the RHBL BOARD.

The RHBL TRSC Chairperson will have a casting vote where there is an even number of sub-committee members.

1.6.5 DISCIPLINARY TRIBUNAL AND HEARINGS

1.6.5.1 DISCIPLINARY PROCEDURE FOR EJECTIONS

- i. The Umpire or the Umpire's Club will notify the Operations Executive that there has been an Ejection within 24 hours of the Ejection.
- ii. The Umpire will submit a written report on the Ejection to the Operations Executive within 48 hours of the Ejection.
- iii. The Respondent will be asked to submit a Report on the Incident in his/her defence, if he/she wishes to do so.
- iv. The Operations Executive will form a Tribunal consisting of at least three (3) Members, to consider the Umpire's and Respondent's Reports and decide what Penalty will be imposed, referring to the RHBL Prescribed Penalties Document.
- v. The Respondent will be notified of the Penalty.
- vi. If this Penalty is accepted by the Respondent then the matter is concluded.
- vii. If the Penalty is not accepted, and the Respondent wishes to Appeal the Decision, an Appeal hearing will be conducted as soon as practicable.
- viii. The Appeal Panel will be made up of a different Chairperson and at least two (2) different members from the original Tribunal.
- ix. The Respondent may seek advice from an MPIO who can offer advice on the available options under the MPP. The MPIO can also provide advice on how to conduct an Appeal at a formal Tribunal.
- x. The decision whether to allow or prevent the Respondent playing while the Appeal is heard will be made by the Operations Executive, who will consider the seriousness of the charges

- when making his/her decision.
- xi. Penalties may be increased in the event of an unsuccessful Appeal.
- xii. Any penalty levied by the RHBL Tribunal MUST be served in its entirety before the player concerned is eligible to resume playing in the RHBL, or any other competition.

1.6.5.2 DISCIPLINARY PROCEDURE FOR CODE of CONDUCT VIOLATIONS

In the first instance, depending on the severity, CoC violations should be handled between the Clubs concerned.

If this is unsuccessful then the following will apply.

- i. The Operations Executive will be informed of the alleged breach. The Operations Executive will inform the RHBL MPO.
- ii. Factual Reports of the alleged incident will be called for by the Operations Executive from the Complainant and any other witness. These will be considered by a Panel consisting of at least three (3) members Chaired by the Operations Executive. This Panel will decide what parts, if any, of the RHBL CoC have been breached.
- iii. If the Panel decides there is a case to answer the Respondent will be informed of the Complaint. The Respondent will also be informed what parts of the RHBL CoC have been allegedly breached.
- iv. The Respondent will be invited to submit a report on the alleged incident, within a reasonable time frame. Any supporting witness's factual reports may be submitted and will also be considered.
- v. After consideration of all Reports the Panel will decide if in fact they consider the RHBL CoC has been breached, and also they will decide what Penalty, if any, will be imposed.
- vi. The Respondent and the RHBL MPO will be informed of this decision.
- vii. If the Respondent accepts the Penalty the matter is concluded.
- viii. If the Penalty is not accepted, and the Respondent wishes to Appeal the Decision, then the MPP procedure for Appeals set out in paragraphs 26-32 of Appendix D5 to the RHBL MPP will be followed.
- ix. The Respondent may seek advice from an MPIO. The MPIO can offer advice on the available options under the MPP. The MPIO can also provide advice on how to conduct an Appeal at a formal Tribunal.
- x. If the Respondent's Appeal is allowed under MPP Attachment D5 Paragraph (29) then the Appeal Hearing will be held as soon as practicable giving adequate time for the Appellant to prepare his/her submissions.
- xi. The Appeal Panel will be made up of a Chairperson and two (2) others who did not serve on the original Panel.
- xii. The decision whether to allow or prevent the Respondent from participating in or attending competition games while the Appeal is heard will be made by the Operations Executive, who will consider the seriousness of the charges when making the decision.
- xiii. The Appeal Panel will decide what Penalty is imposed if the Appeal is unsuccessful. Any penalty levied by the RHBL Tribunal MUST BE served in its entirety before the player concerned is eligible to resume playing, and an official or spectator is eligible to participate as either an official or spectator, in the RHBL or any other competition.

1.6.6 APPEAL OF A RULE PROTEST DECISION OF THE RHBL TRIBUNAL AND RULES SUB-COMMITTEE

The RHBL TRSC is the sole authority on the interpretation of these Rules.

A club may appeal the decisions of the RHBL TRSC to the RHBL BOARD on the basis that proper procedure or process has not been followed in the decision making. RHBL BOARD may not hear an appeal on interpretation of the rules.

Where the RHBL BOARD finds that proper process has not been followed, it will ask the RHBL TRSC to reassess the protest or issue to be resolved after advising the process to be followed.

The appeal must be made in writing and received by the Operations Executive or RHBL Chairperson within 72 hours of the Club being sent written notice of the RHBL TRSC decision.

A fee of \$50 will apply to the lodgement of appeals of RHBL TRSC decisions. The fee will be refunded should the appeal be upheld.

1.6.7 QUERIES ON THE INTERPRETATION OF THE RULES

The RHBL TRSC Chair may be asked at any time outside of a protest situation to provide an interpretation of any of these rules. The interpretation can be given by the RHBL TRSC chair without the need to form a rules sub-committee.

All replies to a request for an interpretation of the rules will be communicated via the communications protocols managed by the Operations Executive. Replies will only be communicated on Mondays, Tuesdays or Wednesdays. This is to ensure that all competition participants are advised of the interpretation with adequate notice before a scheduled weekend game.

1.6.8 TIMING OF RHBL TRSC MEETINGS

RHBL TRSC meetings will be convened as required to address matters that arise.

When a correctly lodged protest is received, the RHBL TRSC chair will determine the urgency of a decision on the protest within 24 hours of the receipt of the protest. If the RHBL TRSC chair determines that an issue requires immediate attention, then the sub-committee will be convened, and a decision announced at least 24 hours prior to the start of the next round of games in the competition.

Protests not requiring immediate action will be considered and determined before the third round after the protest is lodged.

1.6.9 RECORDING OF OPERATIONAL EXECUTIVE AND RHBL TRSC DECISIONS

All decisions of the Operational Executive and RHBL TRSC in response to protests based on these rules are to be recorded. The record of previous decisions will be made available to Members when requested.

The record of previous decisions may be used by the Operations Executive or RHBL TRSC in assessing protests and/or resolving issues raised by competition participants. The Operations Executive or RHBL TRSC is not bound by precedents of previous decisions.

1.6.10 ENFORCEMENT OF STANDARDS OF BEHAVIOUR

The RHBL Tribunal may issue penalties from warnings through to match, season and life suspensions from RHBL competitions to any competition participant found to be in breach of the RHBL Codes of Conduct and/or acceptable standards of behaviour at junior sporting events.

1.7. PLAYER INELIGIBLE

The RHBL CoM may at any time declare a player ineligible to play in any particular Competition by advising the Player's club in writing.

1.8. PENALTIES & FINES

RHBL shall declare at the start of each season any Penalties that will apply in that season. The RHBL BOARD reserves the right to implement penalties, including but not limited to fines and loss of points, to Clubs that breach any of these rules.

1.9. REGISTRATION OF CLUBS, TEAMS PLAYERS AND OFFICIALS

1.9.1 CLUB AFFILIATION

Clubs must submit to the RHBL, club affiliation forms by the date and in the format specified by the RHBL BOARD. To allow direct club contact as a result of Baseball NSW Judiciary process, all Club secretaries must supply their email and telephone details as a condition of entry into the competition.

1.9.2 REFUSAL OF AFFILIATION OR REGISTRATION

The RHBL BOARD reserves the right to refuse/cancel the entry of any club and/or the registration of any person.

1.9.3 COMPETITIVE

Any club may be asked by the RHBL BOARD to show that it will be competitive in the RHBL competition(s) and/or to detail its financial position to show that it has the capacity to maintain the requirements of the RHBL. The RHBL will outline these requirements from time to time.

1.9.4 HOME GROUND

Each club must show that it has a home ground acceptable to the RHBL BOARD.

1.9.5 RHBL FEES

All monies owing by a club arising from accounts issued by the RHBL must be paid by the date advised by the RHBL (the invoice due date). Any club in breach of this rule will firstly be fined an amount equalling ten percent (10%) of outstanding monies, if the monies remain outstanding 30 days after the due date, and if the amount owing remains unpaid sixty (60) days following invoice due date, will lose all competition points.

The above penalties may be suspended where an agreement is reached between the RHBL BOARD and the club on the payment of the monies.

1.9.6 TEAM LIST

Each club must provide for each team being registered a form containing information on each player, coach, umpire, scorer and manager, listing the name, address, telephone number, Competition previously played, accreditation, Baseball Australia IMG Database registration number and date of birth and any other information requested on the form prescribed by the RHBL BOARD.

All Competition 1 teams must show they can field 9 registered players by round 3 or by Operation Executive decision.

1.9.7 REGISTRATION

All player insurance protection is only gained by the player's registration detail being submitted as required. Completed Club Affiliation and Team List forms must be submitted to the RHBL by the date specified by the RHBL BOARD.

Additional / new competition participants may be registered by providing the details of these participants to the RHBL Operations Executive. Registration will only be accepted if the details required on the Club Affiliation and Team List forms are provided.

No player registrations will be accepted after 5.00pm of the Sunday of the last round prior to Christmas except by special permission of the Operation Executive.

All clubs shall advise their members that the RHBL may use their contact details to send them the newsletters and/or information relevant to conducting a baseball game or competition. All personal data collected by RHBL will be treated in accordance with the RHBL Privacy Policy. Collected personal information will also be entered into the Baseball Australia Game Day database. The Privacy Policy of Baseball Australia can be found on their website.

All coaches and officials must have a current Working with Children Check and clubs are required to keep a register of names, and date of currency.

1.9.8 ADDRESS CHANGE

If a player, coach, manager or club official changes their address, their club must notify the RHBL Operations Executive within twenty eight (28) days of the date of change.

1.9.9 TEAM DETAIL CHANGE

Affiliated clubs, registered for current season, must notify the RHBL Operations Executive within fourteen (14) days of any change in a registered team coaching position.

1.10. PLAYER GRADING, REGISTRATION AND ELIGIBILITY

1.10.1 TEAM COMPETITION

The RHBL may determine the Competition each team or player may participate in for each season.

1.10.2 REGISTRATION REVIEW

The RHBL BOARD reserves the right to review any player's registration after being accepted should new or additional information about the player become available. It is the sole responsibility of the registering club to ensure that all information pertaining to any player's registration is fully disclosed.

1.10.3 REVIEW CONSEQUENCE

The RHBL, after having reviewed the registration of any player, may also decide on any penalty to be imposed on the club and/or team following a failure to fully disclose any player's background or experience.

1.10.4 PLAYER TRANSFER & CLEARANCE

A player who transfers from one club to another must obtain a clearance from the original club, including their BNSW database registration number and current financial position for insurance. Once obtained BNSW database must be changed to reflect the change.

The player may not participate in games with the new club until a clearance is granted and their Insured status verified. All games in which the player has participated in shall be a Forfeit until the above is completed. Clubs cannot protest or refuse a clearance request unless the player(s) involved are declared Defaulters.

1.10.5 FINANCIAL PLAYER

Any player in debt to a club, or players from a club in debt to the RHBL may be listed with the BNSW as a Defaulter, upon the club's request or initiated by the RHBL.

1.10.6 TRANSFER IN SEASON

Any registered player wishing to transfer their registration to another club during the same season must be given approval from the RHBL Operations Executive.

1.10.7 LENT PLAYER

Where two (2) or more teams are entered by one club in the same Competition, players must play only for that team for which they are registered on their team registration forms. A penalty will apply.

1.10.8 CHANGE TEAM

Permission may be granted by the RHBL Operations Executive, on application, to re-register players for a different team to that originally registered.

1.10.9 SINGLE AFFILIATION

No player may be a registered player with more than one club during the same season without the approval of the Competition Executive. One club includes any club affiliated with the BNSW.

1.10.10 AGE CUT OFF

The cut-off date for Bigs be at 2359 hrs on 31 December, all others 31st August. Girls who are not Rep Players or LA 12 are permitted to play one-year younger in club competitions. All players LA 12 who wish to play in the Minors Comp MUST have Signed the LL Waiver, and be approved by the Competition Executive.

1.10.11 CLUB LOYALTY BY TOURNAMENT PLAYERS

A Tournament Player will be ineligible to represent RHBL as a Tournament Player for a period of 12 months if they change clubs, unless:

- they have significantly and genuinely changed address;
- there is no team in the relevant Competition at their original club;
- extenuating circumstances may be brought before the Operations Executive, which may, with the approval of the original club, agree not to enforce.

1.10.12 TOURNAMENT PLAYER COMMITMENT

Players who trial successfully and are chosen to represent RHBL in any Tournament Squad will be required to make a substantial commitment to playing and training.

If a player is selected in any RHBL Tournament Squad and does not satisfactorily fulfil the required playing and training commitments, that player will not be invited to trial or be considered for selection in any RHBL Tournament Squads for the following season.

Exceptions may be made by the Representative Committee, only in the event of serious injury or extraordinary circumstances.

1.10.13 IDENTIFICATION & PROOF OF AGE

If a club questions the age of a player, then the player's club will be responsible for providing proof of age to the RHBL Operations Executive. If the player's club does not, or cannot, prove the player's age then all games in which that player participated may be declared forfeited. Any question of proof of age must be made prior to the second last round.

1.11. CLUB AND SCHOOL CHAMPIONSHIPS

1.11.1 CLUB AND SCHOOL CHAMPIONSHIP TROPHIES

The RHBL shall determine prior to each season if a club and school championship trophies are to be awarded. If the competition warrants such trophies, the RHBL shall then determine the method to be used to decide the winner. If a decision is not made prior to the current season, then the method shall remain the same as the previous year.

1.11.2 THE COMPETITION

The method of conducting competitions for member and affiliate clubs shall be as approved by the RHBL COM each season.

1.11.3 CLUB RESPONSIBILITY

Each member or affiliate Club shall be responsible for fielding the number of separate complete teams as laid down by the RHBL COM each season.

1.12. TEAMS POSITION IN COMPETITION

1.12.1 POSITION IN COMPETITION TABLE

A team's position in the competition table will be determined by dividing the number of games won by the number of games played, calculated to three decimal points (the win/loss ratio). A tied game shall be counted as a played game with a half a win. A No Game (eg a bye or a washout) is not counted as played and has no points.

1.12.2 EQUAL WIN/LOSS RATIO

If two or more teams are equal in the competition table based on their win/loss ratio, then their respective positions shall be determined by:

- the win/loss ratio against each other;
- runs for and against each other;
- runs for and against all teams in their respective Competition through the season.

1.12.3 RANKING TEAMS WITH EQUAL WIN/LOSS RATIOS

The position of teams where more than two teams are equal shall be determined by first establishing the highest placed team, then, by excluding that team, determining the remaining positions and continuing the cycle until all equal teams have been placed in position.

1.12.4 COMPETITION REDRAWS

Competition redraws will only occur at the discretion of the Operation Executive.

When a competition redraw is established, after the Grading Rounds:

- Teams remaining in their original Competition will keep their current win/loss ratio.
- Those Teams moving to a different Competition will start that Competition with a zero (0) ratio.

In the event that a Team returns to their original Competition their win/loss ratio as of when they were moved from the original Competition will be reinstated. Results of games played while in a different Competition will not be included in their overall win/loss ratio.

If in the event of a Mixed Competition, the Rules for the HIGHER Competition will be played until a Redraw has been completed.”

1.13. BEHAVIOUR

1.13.1 NO SMOKING OR DRINKING

Competition participants shall not smoke or consume alcoholic beverages whilst on the playing field or in surrounding areas. Offenders will be removed from the field.

1.13.2 CODES OF CONDUCT

All competition participants and spectators must remember that the primary goal of junior baseball is the participation and development of the players in an enjoyable and happy atmosphere. All are expected to behave with respect towards each other and to compete in the spirit of good sportsmanship. All competition participants are required to understand and comply with the RHBL Codes of Conduct – Appendix D. Competition participants, once registered, will be deemed to have accepted and agreed to comply with all the relevant Codes of Conduct.

1.13.3 SUPPORTERS

Clubs and Coaches are responsible for the behaviour of their supporters whether in uniform or not, both on and off the playing field. Any Umpire, person or club requiring action under this rule must advise the RHBL Operations Executive in writing giving details of complaint.

1.13.4 GOOD NAME

Any behaviour which is considered detrimental to the good name of the RHBL or baseball will be subject to disciplinary action by the RHBL. (This includes Social Media posts)

1.14. FINAL SERIES

1.14.1 ELIGIBILITY OF PLAYERS FOR FINAL SERIES

In all Competitions, to be eligible to play in the Final Series, a player must:

- be registered on that Club’s registration form held by the RHBL; and

- have played in a minimum of 40% of all Rounds played for that team during the current season, unless otherwise approved by the Operations Executive. For the application of this rule a bye, washout, no game or forfeit win constitutes a legal game.

1.14.2 STARTING IN HIGHER COMPETITION

In all Competitions, the lowest Competition in which a player shall be eligible to play in the Final Series shall be determined where a player had played and was listed as a starting player in five (5) of the last seven (7) Rounds of the regular competition in which that player has played. If a player starts in more than one Competition, the qualification applies only to the higher Competition.

1.14.3 PLAYER'S FINALS SERIES COMPETITION

Players cannot play in a lower Competition than that for which they qualified. No lower Competition players may be used until all qualified and available players registered in that team have played.

1.14.4 UNABLE TO RETURN

If a player takes the field as a starting player in a higher Competition than eligible, then that player cannot play again in that Final Series in a lower Competition. Exception: An eligible player (see rule 1.14.1) filling in to make up for player shortage is exempt of this rule.

1.14.5 UMPIRES FOR FINAL SERIES GAMES

Umpires officiating in Final Series Games shall be independent. Independent means that the umpire does not have a child or sibling in a team participating in the final series game and/or is not related to the coach or manager.

For SL90-R, SL80-E, SL70-W and Majors, umpires for a final series will be appointed by the RHBL Umpire Director.

1.14.6 SPECIAL RULES FOR FINAL SERIES GAMES ONLY

1.14.6.1. GAME TIMES & RULES

Final Series game times will be determined by the RHBL Operations Executive. Normal game rules will apply unless the Operations Executive determines otherwise prior to the start of the season.

1.14.6.2. GROUNDS & DUTIES

The RHBL Operations Executive shall schedule all Finals games and assign the grounds. Where possible games will be scheduled at the ground nominated by the home team and at the normal game time for the respective competition. The normal game time is the day and time that the majority of games in that competition were scheduled in the draw across all teams.

Where the normal game time is not available, RHBL Operations Executive will schedule the game in the following order of priority:

- i. at the next available timeslot at the home ground on the scheduled game day (between the hours of 8:30am and 11:00am for Saturday games or 6:00pm to 8:15 pm for Friday games); or
- ii. at the normal game time at another RHBL venue nominated by the home team; or

Any variation to this must be agreed to by both participating teams and RHBL Operations Executive.

A home run boundary may be marked for all Final Series Games (this is at the discretion of the hosting club).

Where a game is scheduled at a neutral ground the nominated home team is responsible for ground duties

1.14.6.3. FINALS SERIES FORMAT

At the conclusion of the competition rounds, the leading teams shall meet in semi-finals, finals and grand finals as follows:

- 4 Team Draws: 1 v 2 Play in Grand Final, 3 v 4 Play in Pennant Final
- 5 Team Draws: Week 1, 1 v 4 & 2 v 3 Team 5 Season over
Week 2, Winner (1 v 4) v Winner (2 v 3) Play in Grand Final
- 6 Team Draws: Week 1, 1 v 4 & 2 v 3, 5 v 6 play for Pennant then season over
Week 2, Winner (1 v 4) & Winner (2 v 3) Play in Grand Final
- 7 Team Draws: Week 1, 1 v 4 & 2 v 3, Team 5 BYE, 6 v 7
Week 2, Winner (1 v 4) & Winner (2 v 3) Play in Grand Final
5 v Winner (6 v 7) Play in Pennant Final
- 8 Team Draws: Week 1, 1 v 4 & 2 v 3, 5 v 8 & 6 v 7
Week 2, Winner (1 v 4) & Winner (2 v 3) Play in Grand Final
Winner (5 v 8) & Winner (2 v 3) Play in Pennant Final

1.14.6.4. MINOR PREMIERS

In competitions where Final Series are to be played, the team leading the competition table at the conclusion of the last game of the regular competition shall be declared the Minor Premiers.

1.14.6.5. NO GAME

If Final Series game (other than a Grand Final) does not start or is not being completed as a constituted game due to inclement weather or ground conditions, then the higher team in the competition table shall be declared the winner. In the case of a Grand Final only, a specified alternative date may be declared by the RHBL Operations Executive.

1.14.6.6. FINALS HOME TEAM

The home team for each game of a Finals Series will be identified through the tables set out in rule 1.14.6.3 above.

1.14.6.7. BASEBALLS

Both teams will supply an equal number of baseballs for the Final Series, a minimum of two (2) each, and enough reserve baseballs, in match condition, to enable the game to continue without undue delay. The Umpire will be the sole judge of the fitness of the baseballs for play. Failure to supply correct match balls shall incur a penalty, but the match will be allowed to continue.

1.14.6.8. END OF GAME

The Ten-Minute Rule applies to all Finals games. If a Finals game ends in a tie the Tie Breaker Rule (1.14.6.9) will be applied.

The hosting club must ensure that any following game/s do not affect the finals game. The scheduled start of the following game/s must be at least 30 minutes after the scheduled finishing time of the finals game.

1.14.6.9. TIE BREAKER RULE

The innings start with one (1) out, the batting line up will continue as per the score book, the last batter out on second base and the following batter in the batting box and so on.

The game will continue, using the ‘tie breaker’ system, until a result, if the ground is available.

If a game is scheduled to follow, the maximum limit overtime is 20 minutes from the scheduled finishing time, if still a tie the team that led in the competition table shall be declared the winner.

1.14.6.10. PREMIERS

The winner of the Grand Final shall be declared the Premiers.

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SECTION 2 – RULES FOR THE GAME

2.1. GROUNDS & WEATHER

2.1.1. ROUND OR GAME CALLED OFF

The RHBL Operations Executive reserves the right to call off any Round or game depending upon weather conditions or ground availability.

It is the Home team's obligation to inform the Away team of any cancellation as soon as possible.

2.1.2. GROUND CONDITION

The fitness of the ground at the scheduled time for a competition game shall be decided by the authorities controlling the ground, or by the officially appointed Umpire, in that order. The fitness of the light for play shall be determined by the Umpire for decision at any time. This rule will not be subject to protest.

2.1.3. LIGHTNING RULE

30-30 rule. Take appropriate shelter when you can count 30 seconds or fewer between lightning and thunder. Then remain sheltered for 30 minutes after the last thunder.

This is the minimum guideline to be followed.

2.1.4. DIAMOND INCORRECTLY DEFINED

The Umpire, upon being made aware that the layout of the diamond is incorrect, shall see that it is corrected:

- immediately, if duty of care is to be considered, eg safety base or pitching distance;
- otherwise the correction shall be made at the next even inning.

2.1.5. NO GAME, RESCHEDULE OR WASHOUT

A game not played due to a wash out or player shortage, may be rescheduled with mutual agreement between the Coaches, and the approval of the Competition Executive.

All rescheduled games must be completed prior to the second last round of that competition.

No such provision exists for a replay of games in the last two scheduled competition rounds of the season.

A change to the schedule of a game can be mutually agreed between the home and the away teams. The approval of the RHBL Operations Executive is needed if the rescheduled game time is more than 48 hours prior to, or after, the original rescheduled time.

A change to the schedule of a game can be enforced where the RHBL Operations Executive accepts a request by the home Club and the away team or away club contacts are informed at least seven (7) days before the scheduled game date in the draw. The Operations Executive is not bound to accept a request to reschedule by the home club. The intent of this rule is to allow Clubs to effectively manage the games at their home grounds and not to provide an advantage to the Home Team at the expense of the Away team.

2.2. HOME TEAM DUTIES & DUGOUT

2.2.1. HOME DUGOUT

The home team, as nominated in the competition draw, will occupy the third base dugout and field first. Where the home and/or away team dugouts are marked by signage, the signage shall take precedent over this rule.

2.2.2. DRESSING THE GROUND

The team, playing on their home ground, whether playing as the home or away team shall dress the ground prior to the game and remove all equipment as necessary at the conclusion of the game. A failure to comply with this rule will result in a penalty.

2.2.3. DRESSING THE GROUND AT A NEUTRAL VENUE

The home team, playing on a neutral ground, shall be responsible for the dressing of the ground prior to the game and the removal of all equipment as necessary at the conclusion of the game. A failure to comply with this rule will result in a penalty.

2.2.4. RHBL RECORDER

Notification of results as required in Rule 2.5 is the home team's duty.

2.2.5. HOME TEAM TO SUPPLY BASEBALLS

The home team must provide match baseballs for non-final series games, refer Rule 2.4.3, and have sufficient reserve balls in match condition to enable the game to continue without undue delay. Failure to supply correct match balls in match condition will incur a penalty, but the match will be allowed to continue.

2.2.6. COPY OF CURRENT SEASON RULES

The home team shall have a copy of the current season rules at all games and present a copy of the rules when requested by the umpire.

2.3. UMPIRES, SCORER & GAME OFFICIALS

2.3.1. SCORER

All clubs must provide a scorer for each team. Scorers shall sit together in a neutral area preferably behind the home plate or as directed by the Umpire. Failure to comply with this rule, when requested to do so by the Umpire, will result in a penalty.

2.3.2. UMPIRE

RHBL may, at its discretion, allocate an umpire to any RHBL game.

It is the responsibility of the home team to appoint an Umpire unless RHBL allocates an umpire. Failure to comply with this rule may lead to a penalty. The Away team should provide a suitably qualified Field Umpire if possible.

If the home team has no Umpire or Game Official present, then any Umpire available will take precedence over any non-recognised Umpire or Game Official. If possible, the Umpire should introduce himself to the non-recognised official prior to the game, but not necessarily take physical control of the game. The Umpire should help and assist non-recognised officials, to gain game experience, and be able to assist with guidance and advise as required

2.3.3. JUNIOR UMPIRE/OFFICIAL

Where the Game Official or umpire is a junior player, their own playing Age must be higher than that of the teams to be officiated.

2.3.4. REGISTERED UMPIRES AND GAME OFFICIALS

Clubs must supply the name or names of persons who are their proposed umpires for registration within two weeks from the start of the season. Those persons may be required to attend training sessions to gain accreditation.

2.3.5 LEVEL 1 UMPIRES FOR SL90, SL80 and SL70

It is the responsibility of the home team to appoint a Level 1 accredited Umpire for all SL90, SL80 and SL70 Competition Games. Failure to comply with this rule may lead to a penalty.

The game is to continue under the control of a Level 0 accredited umpire if no Level 1 umpire is available.

2.4. UNIFORMS AND EQUIPMENT

2.4.1. UNIFORMS

Club uniforms must be worn. Baseball caps, undershirts, belt and socks are all part of that uniform. Caps must always be worn, except when the batting helmet or catcher's mask is worn. Failure to comply with this rule when requested to do so by the umpire will lead to a penalty.

Coaches and Base coaches must be suitably attired with enclosed footwear to be worn.

2.4.2. JACKETS

Only pitchers and relief pitchers may wear warm-up jackets in the batting box and on the field of play. Umpires, however, may use their discretion as to the use of warm-up jackets by other players.

2.4.3. MATCH BASEBALLS

All baseballs used are to be in good order and of a type approved or supplied by the RHBL. The baseballs used during a game must all be the same brand.

2.4.4. BALL CONDITION

The umpire shall be sole judge of the fitness of baseballs for play.

2.5. NOTIFICATION OF RESULTS

2.5.1. COMPLETE MATCH RESULT CARD

Each team involved in a RHBL game must ensure that their team's details are completed correctly, listing all players with first names and surnames in pen. The list must include all starting players first then followed by substitutes. Only players that played should be listed. Failure to do so will result in a penalty to either team involved for each offence.

2.5.2. CLUB RESULT RECORDERS

Each club shall nominate a Club Result Recorder who will be responsible for advising the RHBL Operations Executive of all match results for their club. The Operations Executive shall at the start of each season nominate the form in which results are to be provided. The form may be modified as required to assist with the proper management of the competition.

2.5.3. RESULT CARD

The home team must forward the completed (and signed) match result sheets to their Club Result Recorder. Clubs shall retain all match result sheets until at least the completion of all Grand Finals for the current season.

Copies of the results sheets must be emailed to competitions@rhbl.com.au by 1800 hrs on Monday following the round. Failure to comply with this rule will result in a penalty for each offence.

2.5.4. EMAIL-IN RESULTS

Club Result Recorders must e-mail scores to results@rhbl.com.au prior to 1800 hrs on the Sunday following the round. Failure to comply with this rule will result in a penalty for each offence.

2.6. PROTESTS

2.6.1. UMPIRE'S DECISION

If an Umpire makes an incorrect decision on a "Rule of Baseball", a Rule as defined in this document or a ground rule and refuses to alter that decision after attention is drawn to the fact at the time, then the coach of the team so suffering may protest the decision.

2.6.2. MECHANIC OF PROTEST

The intention to protest under Rule 2.6.1 must be:

- indicated to the Umpire by the team coach at the time of the disputed decision; and
- advised to the opposing coach; and
- marked in the score book before the next ball is pitched; and
- indicated on the match result card within 15 minutes of the completion of the game.

Protests must be then lodged in writing within the timeframes as detailed in Rule 2.6.3. Notwithstanding the protest has been recorded on the match result card, only clubs may formally lodge a protest. Details of the protest, in writing, must be forwarded to the Operations Executive.

2.6.3. TIMING FOR LODGEMENT OF PROTESTS

All disputes or protests must be lodged with the Operations Executive within seventy-two (72) hours of completion of the game.

2.7. EJECTIONS

2.7.1. EJECTED PARTICIPANT

Any competition participant ejected or cited for a code of conduct breach, will be governed by rule 1.6.5.1 and 1.6.5.2 .

2.7.2. AWAIT DECISION

If the RHBL Tribunal hearing is not held before the next scheduled game, then the competition participant may not take part in that game unless the Operations Executive has specifically advised the competition participant and Club that s/he can play. If a competition participant takes part in the game after not being approved to, the club, team, coach and player will incur a penalty.

2.8. BEHAVIOUR

Any matter brought to the attention of the RHBL with regard to behaviour, breach of Rules or Codes of Conduct or any act which could adversely affect the good name of the RHBL and baseball will be investigated by the Tribunal and acted on by the RHBL at its discretion.

2.9. YELLOW CARD WARNINGS

2.9.1. ISSUING OF YELLOW CARD WARNINGS

Players and coaches are subject to the issue of a Yellow Card Warning by the Umpire, Club Umpire Coordinator or RHBL Umpire Executive. A yellow card warning may be issued where a player or coach:

- acts in a manner that is disrespectful to the umpire or game official;
- continues to question an umpire's judgement after the umpire has explained that a decision is a judgement call and cannot be questioned by the player or coach;
- makes comments from behind the plate, or in the vicinity of the dugouts, on the umpire's ability or integrity or continues to make complaints about a call, that are audible to the umpire.

Coaches or player do not need to be warned prior to an ejection being made under Rule 2.7. Where the behaviour of a competition participant warrants ejection under the rules or conventions of baseball, s/he shall be ejected.

2.9.2. UNACCEPTABLE COMMENTS FROM COMPETITION PARTICIPANTS

Where the umpire/s can hear comments referred to in rule 2.9.1, but does not know who made the comments, the umpire can issue the Yellow Card warning to one or both team coaches. When issuing the warning the umpire can request the coaches to control the people making the comments. Subsequent warnings can be given if the comments continue.

The Umpire, Club Umpire Coordinator or RHBL Umpire Executive shall be the judge of what is unacceptable.

2.9.3. WARNINGS FOR COMMENTS FROM UNKNOWN PARTICIPANTS

The initial warning to a coach under Rule 2.9.2 will be recorded as a team warning and not against the coach as an individual. Any subsequent warnings given under Rule 2.9.2 will be recorded as a warning given to the coach and will be counted in the consequences set out in Rule 2.9.5.

2.9.4. CONSEQUENCE OF WARNING FOR PLAYERS

Should a player receive two yellow card warnings in a game, they will be allowed to remain in the game but will have to attend a RHBL Tribunal meeting. If a third yellow card warning is issued, the player shall be ejected from the game.

2.9.5. CONSEQUENCE OF WARNING FOR COACHES

Should a coach receive a yellow card warning for his/her behaviour, the coach will be allowed to continue coaching, but only from the dugout and dead ball area. A coach with a yellow card warning will not be allowed to enter the field of play for the remainder of the game.

When the initial Yellow Card Warning is given, the coach shall provide the name of the person who will represent the team when a team representative is needed to interact with the umpire.

The new team representative will be considered to be a team coach for the remainder of the game.

Should a team coach receive a second Yellow Card Warning, the coach will be ejected from the game.

2.9.6 EJECTION AS A RESULT OF MULTIPLE WARNINGS

A player or coach ejected due to multiple Yellow Card warnings will be suspended from participating in future games. The number of games included in the suspension is at the discretion of the RHBL Tribunal.

2.9.7. RECORD OF ISSUED WARNINGS

The match result card shall note the issuing of all Yellow Card Warnings (the competition participant(s) receiving the warning and the number issued).

2.10. GAME AND PLAYERS

2.10.1. STARTING PLAYERS

A player can only be regarded as a starting player in one Competition for each Round, unless the game being played second involves the team in which the player is registered.

Any player who has participated in a previous game in the same Round, may only enter a subsequent game where the team has a shortage of starting players, or it is his/her registered team.

Any failure to comply with this rule will result in a penalty for each offence.

Note: a player is always scheduled to play with his/her registered team irrespective of the intention when playing with another team.

2.10.2 UNABLE TO PARTICIPATE DUE TO SUSPENSION

Any competition participant who is under suspension by the RHBL or any other body affiliated to the BNSW is ineligible to participate in any game of baseball under the control of the RHBL. Failure to comply with this rule will result in a penalty for each offence.

2.10.3. PLAYER RE-GRADING

No player having participated as a starting player in four (4) competition matches in a particular Competition shall be eligible to play in a lower Competition without the prior approval of the Operations Executive. Failure to comply with this rule will result in a penalty for each offence.

2.10.4. PLAYER SHORTAGE

Any team not having nine (9) players may promote registered players from a Competition from within their Club (note the limitations in Rule 1.10.7). Any borrowed player may only bat and play in the outfield. Note: Players must only come from the same Competition or lower.

2.10.5. BORROW PLAYER FROM ANOTHER CLUB

If the team is unable to field the regulation 9 players from its registered list and additional players are not available from their club, they may borrow one or more registered players from the opposing team to play for the team which is deficient.

The borrowed player/s must play in the outfield and may bat for the borrowing team from lower Competitions if both coaches agree. If the borrowed player/s bats for the borrowing team then the player/s cannot also bat for the lending team during that game.

If the borrowed player/s fields but does not bat for the borrowing team, then the borrowing team's batting order shall consist of only its own players. If the borrowed player/s is needed to bat for the lending team, the lending team may rotate substitute fielders so as not to interfere with their batting order.

Teams failing to comply with the spirit of this rule may be subject to protest by the opposing team and may result in a penalty for each offence.

2.10.6. AUTOMATIC OUTS

Teams playing with less than nine (9) players will not be subject to automatic outs.

It is expected that player shortages in Majors, SL80-E, SL70-W and SL90-R are filled by eligible players.

SL90-R “Automatic Outs” **APPLY**. Where a player in SL90-R is injured during a game and cannot take his/her turn at bat during that game, no automatic out shall be enforced.

2.10.7. FORFEITS

A team will be subject to having a Forfeit awarded against them on an appeal to the Umpire by the opposing Coach if they:

- are unable to field six (6) players within ten (10) minutes after the scheduled time;
- fail to appear at the ground; or
- fail or refuse to proceed when directed by the Umpire to do so.

A team forfeiting a game must provide at least 24 hours’ notice to both the Operations Executive and the opposing team. Failure to do so may incur a penalty.

2.10.8. TWELVE (12) BATTER RULE

All players, up to twelve (12), must be included in the batting line-up.

A team may have more than 12 players, but only by prior approval of the Competition Executive.

No player in the line-up will be left on the interchange bench for consecutive innings, except in LL Junior Competition 1 and SL90-R where a player may be left on the interchange bench for a maximum of two consecutive innings.

No player should be allocated to the interchange bench for a second time until all players in the line-up have sat on the bench for at least one fielding inning.

Failure to comply with this rule may result in a penalty for each offence.

2.10.9. DESIGNATED HITTER

A designated hitter (DH) may not be used.

2.11. TIME

2.11.1. GAME TIME ADJUSTMENT

The game start and finish time (but not the scheduled game duration) may be adjusted by agreement of both coaches at the plate meeting before the scheduled start of the game. If a following game on the same diamond, or an adjacent diamond, will be affected by the game time adjustment, or if both coaches fail to agree on the adjusted times, then the start and end times of the game shall be those stated in the competition draw.

2.11.2. REGULATION GAME

It shall be a regulation competition game if a plate meeting has occurred and play has proceeded for half the regulation game time.

2.11.3. GAMES FINISH

T Ball games will finish at the scheduled finish time, by the Umpire announcing, “Time and Game”.

Machine Pitch and Live Ball games will finish in accordance with the “Ten Minute Rule” using the following:

- (i) If a following game is scheduled to start within 30 minutes of the finish time agreed in Rule 2.11.1 then the game will stop at the agreed time with the batter in the box completing his at bat.
- (ii) If a following game is scheduled to start 30 minutes or more after the finish time agreed in Rule 2.11.1 then the game may be extended. The game **MUST STOP** 10 minutes before the scheduled start time of the following game, with the batter in the box finishing his at bat.

Note: Games that have the 10-minute Rule applied and are extended are only played for a result. If the Home Team scores the winning run the game will be called.

2.11.4. GAME RESULT

The final score, when an unequal number of innings have been played, reverts back to the last equal innings except where:

- a. The home team is at bat and is ahead of the away team’s score when the game finishes in an incomplete innings, then the result stands;
- b. The home team is at bat and the score is tied, the home team will be afforded the opportunity within the agreed timeframe at 2.11.3 (i) or (ii) to win the game. If at the completion of the agreed time at 2.11.3 (i) or (ii) then the tied result will stand;
- c. The home team is leading at the end of the last completed inning and the game finishes in an incomplete innings with the away team at bat and still behind in the score then the result stands.
- d. The away team is leading at the end of the last completed inning and the game finishes in an incomplete innings with the home team at bat and the run differential between the teams is less than at the end of the last completed inning, then the result stands.

2.11.5. SIDE AWAY REQUEST

If the away team is already ahead or scores enough runs to be ahead by a margin acceptable to their team coach within the last half an hour of a game, or where time has been extended under Rule 2.11.3, then the away team coach should **NOT** create outs to end the half inning but should request the Umpire to call side away to commence the bottom half of the inning.

Note: the maximum time extension still applies.

2.11.6. OPTIONAL MERCY RULE

In all games, upon completing play half of the scheduled regulation game time, for time games, or at the conclusion of any completed innings thereafter, and a team is ten (10) or more runs ahead, such team may be declared the winners. This rule may only be applied by the Umpire at the sole request of the coach of the team so losing by the ten (10) or more runs – this rule is not mandatory.

Exception: LL Major - 4 innings must be completed.

2.12. SAFETY

2.12.1. HELMETS

Double eared batting helmets must be worn by bat boys, batters and base runners.

Base coaches must wear helmets with double eared or skull cap style in all Machine Pitch, Minor, Major, SL90, SL80, SL70 and Bigs games.

The base coach shall not enter the field of play, unless wearing an approved helmet.

2.12.2. FACE MASK

All catchers in Live Ball and Machine Pitch must wear a Hockey style helmet with a “dangling” type throat protector during infield/outfield practice, pitcher warm-up and games.

NOTE: Skull caps are not permitted.

2.12.3. GROIN PROTECTORS

Groin protection equipment is recommended for all players, male or female, in all Competitions. Groin protectors are compulsory for all catchers in Live Ball and Machine Pitch.

2.12.4. MOUTH GUARDS

Mouth guards are recommended for all players in all Competitions but not mandatory.

2.12.5. ADDITIONAL PROTECT EQUIPMENT REMOVAL

Time will not be called to allow batters to remove additional protective equipment.

2.12.6. INJURY AND BLOOD BIN

Players who are injured and/or who require treatment to stem the flow of any body fluids may leave the game without penalty and the following applies:

- Player on base, then a courtesy runner may be used until replaced by the original player.
- Player at bat, then the player may obtain treatment and if unable to be treated within a reasonable period the player may be replaced and the batting shall continue with the count applied to a courtesy batter (the player, if removed for treatment shall not bat until their turn in the line up again arrives).
- Player in the field a courtesy fielder may be used while treatment is applied.

2.12.7. UNABLE TO RETURN

If an injured player in the LL Major or older cannot take their place when due to field in the next innings or take their turn at bat after consecutive offensive and defensive innings on the bench, then they must be withdrawn from the game.

Injured players in the LL Minor or younger may rest as long as is necessary to recover from an injury and then return to the game.

2.12.8. SECOND BLOOD BIN

If the same player sustains a second flow of any body fluids the player must be withdrawn from the game.

2.12.9. COLLISIONS

Any player adjudged, by the Umpire, to have unnecessarily or deliberately caused a collision with another player irrespective of whether a play is being made or not, will, in addition to the application of baseball rules pertaining to “interference” and “obstruction”, will be ejected and must take no further part in the game.

2.12.10. INCITING COLLISION

Any coach, manager or base coach, who in the judgment of the Umpire directed or deliberately by omission, contributed to a breach of Rule 2.12.8, will be ejected and shall take no further part in the game.

2.12.11. AVOID COLLISION

Any player who does not slide or attempt to avoid a collision with a fielder or catcher in possession of the ball shall be given out. In such cases the ball will be dead and runners will return to the last base legally occupied at the time of the collision unless forced to advance.

Players must slide feet first. The penalty is the runner will be out. No headfirst sliding unless returning to a base on a pickoff play.

2.12.12. ON DECK BATTERS

In Tball, Machine Pitch, Minor and Major there is no on deck batter. This means no player should handle a bat, even while in an enclosure, until it is his/her time at bat

For SL90, SL80, SL70 and Big on deck batters are allowed.

To minimise the risk of accidental injury from a stray foul ball, the groundsman should mark out the on deck circle on the playing field at a sufficient distance from home plate for the next batter to warm up with reasonable safety.

Where no on deck circle is marked out, the on- deck batter should be near to the first or third base coach's box. On deck batters must always be behind the batter (i.e. towards third base for a right handed batter, towards first base for a left handed batter).

2.12.13. THROWN BAT

If bat is thrown forcefully, without making contact with the catcher or umpire, a warning will be issued to the player and the coach of that team.

Upon second and any subsequent thrown bat violations by any player from that team, the batter shall be called out.

2.13. PLAYER CONDITION NOTIFICATION**2.13.1. PLAYER MUST NOTIFY**

Players must notify their coach and club officials of any condition which could affect their wellbeing, performance or participation in the sport of baseball. Such conditions should include all medical conditions and restrictions imposed by baseball.

2.13.2. MEDICAL CLEARANCE

Players with such a condition shall seek medical advice in relation to their ongoing participation in the sport.

2.13.3. PLAYER'S RESPONSIBILITY

The RHBL shall not be held responsible for the players or individual's failure to seek and follow appropriate medical advice.

2.13.4. CONFIDENTIALLY

Information relating to a player's condition shall be held confidentially (unless this is not required) but may be used by the RHBL for administrative, insurance, legal or related purposes.

2.13.5. PROVIDE MEDICAL CERTIFICATE

A player agrees that they shall not contravene medical advice in relation to their continued participation, and when required shall provide a copy of a medical certificate approving their participation.

2.14. THE GAME

2.14.1. WASTING TIME

It is contrary to the spirit of baseball for teams to engage in the practice of wasting time, particularly in the closing minutes of a time-limit game. Umpires are instructed to take all necessary steps to prevent such malpractice and coaches or adults in charge of teams must be warned that the RHBL will not tolerate such tactics.

Failure to comply with the spirit of this rule may result in a penalty.

2.14.2. LATE ARRIVAL

A late arrival to the game can only be included in the team as follows:

- If the team is playing with less than 9 players, then the late arrival can be included at any time.
- If the team has 9 or more players, then the late arrival can only be added at the completion of the bottom of any inning.

In the case of a team using a borrowed player, if the borrowed player does not bat, the late player will replace that player on arrival. If the borrowed player is batting, the borrowed player must complete their turn at bat before being replaced by the late arriving player.

2.14.3. PLATE MEETING– LOCAL GROUND RULES AND GAME CONDITIONS

At least five minutes before the start of each game, the plate Umpire **must** conduct a plate meeting involving the coaches from both teams. The game will be a No Game if the plate meeting has not occurred and the coach protests prior to the start of the game.

At the plate meeting:

- the home team coach will be asked to highlight and explain any dead ball areas and specific local ground rules;
- the game start and finish times will be confirmed, and any following affected games noted;
- rules applicable to any game time extension will be confirmed;
- In the instance of any disagreement between the coaches, the plate Umpire will decide on the meaning and application of the Rules.

The Umpire cannot agree to change any RHBL or baseball rules at the plate meeting unless the change is required for safety reasons.

2.14.4. NO PITCHERS

If, in the opinion and agreement of both coaches, a team is without pitchers of an ability to throw enough strikes to make an enjoyable game then the game may start or revert at an even inning to Coach Pitch (with coaches pitching to their own team), Machine Pitch or T-Ball. Bunting is then not allowed. If the coach or machine interferes with a batted ball, then the ball is dead.

2.14.5. CATCHER SPEED-UP RULE

In all Competitions, the catcher may participate as a runner until there are two outs. After the second out is recorded, the catcher, if on base, must be replaced immediately with another runner, and if at bat, must be replaced once the play by which player becomes a runner is completed. Before there being two outs, the catcher may be replaced as a base runner.

Note: A courtesy runner will, for convenience sake, be the last player out.

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SECTION 3 – RULES APPLIED TO LIVE BALL GAMES

3.1. PURPOSE

The purpose of this set of Rules is to identify those rules that apply only to Live Ball games in RHBL. For this document Live Ball refers to games played where a player is used to pitch the ball.

3.2. DEPENDENCIES

This set of Rules must be read in conjunction with Section 1 – Management of the Competition and Section 2 – Rules for the Game.

3.3. DURATION OF GAMES

The duration for each Live Ball game is as follows time or Innings, whichever comes first:

Bigs	2 hours	7 innings
SL90-R & SL90-Y	2 hours	7 innings
SL80-E & SL70-W	2 hours	7 innings
SL80-H & SL70-W	1¾ hours	7 innings
Majors	2 hours	6 innings
Minors	1½ hours	6 innings
Minor Rookie Live	1½ hours	6 innings

3.4. PLAYING DIMENSIONS

The dimensions of the fields used in Live Ball games are as follows:

Competition	Base Distance	Pitching Distance	Home Run Boundary
Bigs	90'	60' 6"	180' to 270'
SL90-R & SL90-Y	90'	60' 6"	180' to 270'
SL80-E	80'	54'	160' to 240'
SL80-H & SL70-A	80'	50'	160' to 240'
SL70-W	70'	50'	160' to 240'
Majors	60'	46'	120' to 225'
Minors	60'	46'	120' to 225'
Rookie Live	60'	42'	120' to 180'

Note: Base Distance, Pitching Distance and Home Run Boundary are measured from the tip of home plate

3.5. BALL TYPE

All Live Ball games LL Minor Live, Major, SL70, SL80, SL90 and Bigs are played with a 9" circumference, leather baseball.

LL Rookie Live is played with 8¹/₂" circumference, leather baseball such as Diamond 8.5 or equivalent.

3.6. BATS

Bat sizes allowable in RHBL are in accordance with LL Guidelines Rule 1.10 baseball and BNSW recommendations.

Competition	Equal to or less than	
	Diameter	Length/Branding
SL90-R & Bigs	2 5/8"	36"/ BBCOR
SL90-Y, SL80, SL70	2 5/8"	34"/ USA Bat / BBCOR
LL Major and Minor	2 1/4" or 2 5/8"	33"/ USA Bat

* Exception: SL90-Y players (**Excluding Representative or PDP players**) may use Bats Branded USA Bat. Borrowed players may use a bat that is compliant for their Competition. These players should be noted at the Pre-Match Plate Meeting

Bats used may be wood, wood composite, branded USA Bat or BBCOR. (Softball bats may NOT be used)

Players who are participating in the RHBL Player Development Program & Representative players **MUST** use bats that comply with Tournament Regulations.

Any non-conforming bats shall be removed from the game and noted on the match sheet.

3.7. SHOES

Subject to local ground rules, Live Ball players must use non-metal moulded cleat footwear, eg being cleats or boots designed for junior team contact sports. No junior player shall be permitted to play in footwear of any material where design, worn surface, missing parts, neglect or the opinion of the Umpire is able to cause accidental injury to the player or others.

SL90-R ,SL80-E & Bigs players may have footwear with metal studs or cleats.

No player is permitted to play any unsafe item.

3.8. PITCHING & CATCHING

3.8.1. PITCHING RULE

Any live ball pitcher relieved from pitching in a game at any time, cannot re-enter that game as a pitcher. Failure to comply with this rule will result in a penalty.

3.8.2. PITCH & CATCH

No player in LL Rookie Live and LL Minor is permitted to pitch and catch or catch and pitch, in the same game. Failure to comply with this rule will result in a penalty.

Players in LL Major and above may pitch and catch in the same game with the following restrictions.

Catch Maximum 2 innings

Pitch Maximum 2 innings or 30 pitches(Hard pitch count, cannot finish the batter, which comes first)

A breach will result in an automatic forfeit of the game and suspension of the head coach.

3.8.3. ILLEGAL PITCHES

Apart from the SL90, SL80, SL70 and Bigs competitions, any pitch that is declared by the Umpire to be curveballs shall be an illegal pitch. This is a protective rule.

When a curveball is called by the Umpire, the pitch will be called a ball and the ball is dead unless the batter hits the ball such that the batter gains first base safely and all runners legally advance at least one base. In this case, play will continue without reference to the illegality of the pitch other than the umpire warning the pitcher.

3.8.4. PITCHING LIMITS

Note: One pitch thrown constitutes an inning pitched. The following limits apply:

COMPETITION	PITCH LIMIT	INNING LIMIT	PITCH & CATCH LIMIT	
			PITCH	CATCH
ROOKIE LIVE	40	2 INNINGS	CANNOT PITCH & CATCH IN SAME GAME	
MINORS	55	3 INNINGS	CANNOT PITCH & CATCH IN SAME GAME	
MAJORS	55	3 INNINGS	30 P*, 2 INNINGS	2 INNINGS
SL70 COMPETITION				
LA12	65	3 INNINGS	30 P*, 2 INNINGS	2 INNINGS
LA13				
LA14				
LA15				
LA16				
SL80 COMPETITION				
LA12	65	3 INNINGS	30 P*, 2 INNINGS	2 INNINGS
LA13				
LA14				
LA15				
LA16				
SL90 COMPETITION				
LA12	65	3 INNINGS	30 P*, 2 INNINGS	2 INNINGS
LA13				
LA14				
LA15				
LA16	80	4 INNINGS		
BIGS	80	4 INNINGS	30 P*, 2 INNINGS	2 INNINGS

ALL PITCH COUNTS ABOVE ARE "FINISH THE BATTER", EXCEPT WHEN PITCHING AND CATCHING IN SAME GAME.

* NOTE: 30 PITCHES IS THE HARD FINISH FOR PITCH AND CATCH IN SAME GAME - NOT "FINISH THE BATTER"

THE ABOVE TABLE IS TO BE READ IN CONJUNCTION WITH PITCH SMART YOUTH GUIDELINES

(<https://www.mlb.com/pitch-smart/pitching-guidelines>)

All players that are playing in other games outside of RHBL must be fully aware of BNSW rules on Pitching restrictions and must notify their coach if they have pitched in the days prior to any RHBL game.

Rep players must inform their coach if they know they are restricted as a result of representative commitments. The coach must inform the Umpire at the plate meeting.

A pitcher may exceed their limit to complete a batter at the plate. Once a pitcher has reached the limit, they may stay in the game in another defensive position other than as a Catcher.

A Pitcher once relieved cannot pitch again in that game. LL Pitching Rest Rules apply.

Any team found to over pitch in an RHBL game may have a penalty applied and the coach will face the RHBL Tribunal for disciplinary action which may include suspension.

Note: Pitch restrictions apply to some Bigs, see rule 3.18

3.8.5. COMPETING IN ADULT OR OTHER COMPETITIONS

A pitcher's playing age limits apply.

3.9. BALK

Bigs	Rules of Baseball applies
SL90	Rules of Baseball applies
SL80-E & SL70-W	Rules of Baseball applies

SL90-D & SL80-H& SL70-A

The umpire will stop play and advise the coach of the problem. Umpires are to use their discretion and, after warning, only call a balk if they feel it is warranted. Where a batter has come into a bunt position very early, the pitcher must continue the throw. If the pitcher stops, the umpire will call a balk.

Majors	Does not apply
Minors	Does not apply

3.10. FIVE RUN RULE

Bigs	Applies
SL90	Applies
SL80	Applies
SL70	Applies
Majors	Applies
Minors	Applies

3.11. RUNNER LEAVING BASE EARLY

Runners shall not take a lead or leave their bases until:

Bigs	Does not apply
SL90	Does not apply
SL80	Does not apply
SL70	Does not apply
Majors	The ball has reached the batter
Minors	The ball has reached the batter

If a base runner leaves the base early, then the runner and subsequent play is permitted to continue:

- if a play is made on the offending runner and they are out, then the out stands;
- if the batter takes the pitch or the batter becomes an out after a hit and the offending base runner reaches the base he/she is advancing to safely, then the offending runner must be



returned to the base occupied before the pitch was made.

- if the batter makes a safe hit then the offending base runner can only advance beyond the base originally occupied to the base forced by the batter’s advance on the hit.
- The violation by one base runner shall affect all other base runners.

Penalty: A warning to that player & the Coach of that team shall be issued. Upon the second and subsequent violation by any runner from that team at any time in that game the runner shall be given OUT and all base runners are affected as appropriate to the circumstances of the ensuing play.

3.12. CALLING TIME

Rules of Baseball applies.

3.13. UNCAUGHT (DROPPED) THIRD STRIKE

Bigs	Applies
SL90	Applies
SL80	Applies
SL70	Applies
Majors	Applies
Minors	Applies
Rookie Live	Automatic out, ball remains live

3.14. INFIELD FLY

The infield fly rule applies to all Live Ball Games.

3.15. TEE USE ON 4 BALLS

Only applies to Rookie Live games.

If a batter receives four balls from the pitcher, the batter will be given one, two or three swings at the ball on a Tee. Depending on the Count when the 4th Ball is thrown ie zero Strikes 3 Swings, 1 Strike 2 Swings or 2 Strikes 1 Swing.

From the call play or play ball, the batter is not permitted to reposition the back foot such that they will hit in an appreciably different direction. If this occurs, a strike will be called on the batter and the batter is out. Front foot movement is permitted.

Note: Batters should be encouraged not to wait for four balls.

The batter must hit the ball and move it from the tee by a full and forceful swing of the bat. The bat must go through 180° arc for it to be a swing resulting in a hit. The ball must travel at least as far as the pitching distance. Where the ball is fielded by the defensive team the batter runner will be called out if in the opinion of the Umpire the hit would not have resulted in the ball travelling at least as far as the pitching distance.

Note: Defensive players should be encouraged to field the ball rather than wait to see if the ball makes the minimum distance.

A strike will also be called, and the batter is out, and runners cannot advance, when the batter:

- attempts to hit the ball but strikes the tee without hitting the ball;
- levels the bat at the ball more than twice; or
- bunts the ball.

The batter is limited to a maximum advance of one base at their own risk. Runners on base must remain tagged on base until the hit and are also limited to a one base advance at their own risk. If a thrown ball passes over the dead ball line, the runners are only entitled to the base they were advancing to.

Fielding positions are governed by T-ball rules, ie Outfielders must be at least 15' outside of the "running line" between bases and only the pitcher may be inside the diamond with both feet on the pitchers' plate. From the call play or play ball, fielders are not to move in a way that will considerably change their fielding position.

3.16. STEALING AND SCORING FROM THIRD BASE

Only applies to LL Minor Rookie Live.

To encourage catchers to develop pickoffs without the penalty of a runner's additional advance on errors, the maximum advance a runner can steal is restricted to one base per pitch

Stealing home is limited to only on a pick off play made by the catcher.

3.17. BALL THROWN OUT OF PLAY

Bigs	Rules of Baseball applies
SL90	Rules of Baseball applies
SL80	Rules of Baseball applies
SL70	Rules of Baseball applies
Majors	Rules of Baseball applies
Minors	Rules of Baseball applies
Rookie Live	Runners are only entitled to the base they advancing to.

3.18 BIGS PLAYERS

This competition is designed to provide a pathway for Club players to transition from Junior baseball to PCBL and allow school level players to enjoy the game of baseball.

This competition is not intended for SL90 Tournament or high grade PCBL standard players. Where

the LL Big competition has **only one** Competition: -

- any SL90 Tournament or high grade PCBL standard players will be restricted to play in the outfield.

Where the Bigs competition has **more than one** Competition: -

- In the highest Competition, any SL90 Tournament or high grade PCBL standard players can play the infield and battery.
- Pitchers will be restricted to pitching 2 innings or 40 pitches (whichever comes first).

Restrictions may be revised, if deemed necessary, on a case by case basis, by the RHBL RSC.



SECTION 4 – RULES APPLIED TO Machine Pitch and Coach Pitch GAMES

4.1. PURPOSE

The purpose of this set of Rules is to identify those rules that apply only to Machine Pitch & Coach Pitch games in the RHBL.

4.2. DEPENDENCIES

This set of Rules must be read in conjunction with Section 1 – Management of the Competition and Section 2 – Rules for the Game.

4.3. DURATION OF GAMES

The duration for each LL Minor (Machine Pitch) game is 5 innings or 1 ¼ hours whichever comes first:

4.4. PLAYING DIMENSIONS

The dimensions of the field used in LL Machine Pitch games are as follows:

Base Distance	Pitcher Position	Machine Distance	Home Run Boundary
60'	46'	40' 2.5' toward 3 rd base See rule 4.8	120' to 180'

4.5. BALL TYPE

8 ½ " circumference, leather baseball, Diamond 8.5

4.6. BATS

Bat sizes allowable in RHBL are in accordance with LL Guidelines Rule 1.10 baseball

Competition	Equal to or less than	
	Diameter	Length / Branding
Machine Pitch	2 ¼" *	33" USA Bat

* Exception: 2 5/8" bats must be USA Bat branded to be used in Machine Pitch.

Bats wood, wood composite or aluminium barrel only.

Softball bats may not be used

4.7. SHOES

Players may wear moulded one piece, rubber soled runners, shoes or boots or non-metal studded footwear, eg being cleats or boots designed for junior team contact sports.

No player shall be permitted to play in footwear of any material where design, worn surface, missing parts, neglect or the opinion of the Umpire is able to cause accidental injury to the player or others.

4.8. PITCHING

4.8.1. MACHINE/COACH DISTANCE AND POSITION OF THE PITCHING PLATE

The pitching machine or Coach is to be set-up using the short legs and placed with:

- the Coach or center stem of the legs 2 feet-6 inches on the 3rd base side of the line between the center of 2nd base and rear point of home plate.
- the Coach or center stem of the legs 40 foot from the rear point of home plate.

The pitching plate shall be placed 46' from the back point of home plate. The pitching plate shall be placed on the line between home plate and 2nd base.

4.8.2. MACHINE SPEED

The machine is to be set to no variation and 39 – 42 mph

4.8.3. FIELDING POSITION OF THE PITCHER

When the umpire calls “Play” and at the direction of the umpire the pitcher shall put the ball into the machine and return to the Pitcher's Plate.

The pitcher shall have both feet in contact with the pitching rubber when the ball is delivered to the batter. If the ball is hit and the Pitcher is not in contact with both feet on the Pitchers rubber, and the Pitcher takes part in the play, the Umpire shall call “PITCHER OFF RUBBER” and wait until the play is finished to see if any runners are put out.

- If no out(s) result(s) from the play, play shall continue without reference to the infringement.
- If any out(s) result(s) from the play, after “TIME” is called, the out(s) is (are) nullified and all Runners are safe at the base(s) they obtained on the play.

4.8.4. MACHINE/COACH INTERFERENCE

Where a batted ball hits the machine/Coach, with the exception of an infield pop-up, the ball will be declared a dead ball. The batter shall be awarded first base and all runners shall return to the base legally held at the time of the pitch, unless forced advance.

If in the Umpire’s judgment an infield pop-up, not an infield fly, is not caught due to the obstruction of the fielder by the pitching machine or Coach then;

- The batter will be given out
- The ball is dead
- Runners return to their last legally occupied base.

No other interference shall be called if the Coach or machine interferes with a

pitcher’s play. If a thrown ball hits the Coach or machine it is to be played out.

4.8.5. STRIKES

Every pitch is deemed a strike, unless it is so low, so high or so wide that the umpire deems it is unable to be hit and declares a "No-pitch". The ball is dead.

If the machine continues to project outside the strike zone, as defined by the Rules of Baseball, then machine adjustment is required immediately (ie, not delayed until end of an inning).

4.8.6. MACHINE FAILURE

If the machine fails to operate then the game shall continue in whatever manner the umpire determines, including T Ball or Coach Pitching to their own Team, from that point of the game that the equipment failed. The continuance of the game on another day (within 5 days) is a last option.

4.8.7. BATTER HIT BY MACHINE PITCHED BALL

In the event that a batter is hit by a pitched ball the ball will be called dead and no play will occur. The strike count remains as it was when the batter was hit and all runners return to their last legally occupied base.

If the impact is the result of a misaligned machine then the machine is to be adjusted immediately. If the impact is a result of the batter's inability to avoid the pitch then the coach of the batter is to provide instruction to the batter at the plate.

4.9. BALK

Not applicable.

4.10. FIVE RUN RULE

Applies

4.11. RUNNER LEAVING BASE EARLY

Runners shall not take a lead or leave their bases until the ball reaches the batter:

If a base runner leaves a base early, prior to a warning being issued, then the runner and subsequent play is permitted to continue. At the end of the play:

- if a play is made on the offending runner and an out is made, then the out stands;
- if the batter takes the pitch or the batter becomes an out after a hit and the offending base runner reaches the base he/she is advancing to safely, then the offending runner must be returned to the base occupied before the pitch was made.
- if the batter makes a safe hit then the offending base runner can only advance beyond the base originally occupied to the base forced by the batter's advance on the hit.

A warning shall be given by the umpire to a runner when first seen to have left a base early. The team Coach shall be present when the warning is given. Upon the second and subsequent violation by any runner from that team at any time in that game:

- the runner shall be given OUT.
- Play will be allowed to continue and all other outs or runs scored will stand in accordance with the Rules of baseball.

4.12. CALLING TIME

The objective of calling time is to achieve a game with continuity with the skill level of the players taken into account. Runners are allowed to advance on hits or on a fielder's choice to play at another base.

When an infielder has "control of the ball" and the Umpire considers that no further play is about to occur, then the Umpire shall call "TIME". After "TIME" is called the ball is dead and runners are to be directed to a base by the Umpire, starting with the lead runner.

Runners are to be directed to the base that they were closest to when TIME is called by the Umpire.

Calling of "TIME" and the directing of Runners are Umpire "Judgement" calls.

Any Fielder stationed within or immediately adjacent to the infield may be considered an "Infielder" for the purpose of this rule.

To be in "control of the ball" means the ball is:

- in possession of an infielder; or
- within 3 steps of an infielder; or
- close to stationary, or stationary, within the diamond, as marked by the bases, following a throw from another fielder.

When applying the TIME rule, the Umpire should bear in mind that the purpose of the rule is to try and make a Machine Pitch game as near as is practicable to a Baseball Game. If the Umpire considers Runners would make no further attempt in a normal Game of Baseball, then they should call "TIME".

Coaches are NOT to encourage base running in the hope of forcing an error.

4.13. DROPPED THIRD STRIKE

Does not apply. On a third strike the batter is out and the ball remains live.

4.14. INFIELD FLY

Applies

4.15. TEE USE ON 4 BALLS

Not applicable

4.16. STEALING AND SCORING FROM THIRD BASE

- a. Runners may NOT steal if the catcher has caught the pitched ball.
- b. Runners may NOT steal if the catcher has attempted to catch the ball, and the ball is in front of or immediately beside the catcher.
- c. Runners may steal if the pitched ball has passed the catcher.
- d. Head first sliding into bases whilst stealing is not permitted.
- e. To encourage catchers to develop pickoffs without the penalty of a runner's additional advance on errors, the maximum advance a runner can steal is restricted to one base per pitch.
- f. Stealing home is limited to only on a pick off play made by the catcher.

4.17. BALL THROWN OUT OF PLAY

Runners are only entitled to the base they were advancing to.

4.18. BUNTING

Bunting is not allowed.

4.19. SAFETY BASES

The safety bases (rectangular bases, half white, half orange) are to be used on all diamonds at first base. The white section shall be in fair territory and the orange section shall be in foul territory. The safety base is used to minimise the risk of injury arising from a collision at first base. This purpose must always be considered when applying this rule. The following rules will apply:

- the fielder must always use the white section of the safety base;
- the runner must use the orange section when initially running through first base on a single base hit;
- the runner may legally proceed to second base after touching either the white or orange section;
- the white section must be used on any return to first base.

4.19.1. FIRST BASE COACH OBLIGATION

The first base coach must ensure the batter runner uses the safety (orange) side of first base on a single base hit.

The first base coach may only send the runner to second if the play is a sure double and the first base fielder not in the act fielding or taking possession of a throw when the batter/runner is in the vicinity of first base.

If, in the opinion of the umpire, this rule has been breached by the batter/runner and/or first base coach, then:

- the play shall continue and any outs made shall stand.
- If the batter/runner has advanced safely beyond first base, then the runner shall be returned to first base.

4.20. ON-DECK BATTERS

See rule 2.12.11

No player should handle a bat, even while in an enclosure, until it is time at bat

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SECTION 5 – RULES APPLIED TO T-BALL GAMES

5.1. PURPOSE

The purpose of this set of Rules is to identify those rules that apply only to T-Ball games in the RHBL. For this document T-Ball refers to games played in LL T-Ball Competition.

5.2. DEPENDENCIES

This set of Rules must be read in conjunction with Section 1 – Management of the Competition and Section 2 – Rules for the Game.

5.3. DURATION OF GAMES

The duration for each T- Ball game is 5 innings or 1 hour whichever comes first

5.4. PLAYING DIMENSIONS

The dimensions of the fields used in T Ball games are as follows

Base Distance	Pitcher Position	Home Run Boundary
50'	40'	120' to 180'

5.5. BALL TYPE

8½" circumference, RIB, soft, K500 or equivalent

5.6. BATS

Bat sizes allowable in RHBL are in accordance with LL Guidelines Rule 1.10 baseball

Competition	Equal to or less than	
	Diameter	Length
LL T-Ball	2¼"	N/A

Bats used in all competitions may be wood, wood composite or aluminium barrel only.

Softball Bats may not be used

5.7. SHOES

T Ball players may wear moulded one piece, rubber soled runners, shoes or boots or non-metal studded footwear, eg soccer boots.

No T Ball player shall be permitted to play in footwear of any material where design, worn surface, missing parts, neglect or in the opinion of the Umpire is able to cause accidental injury to the player or others.

5.8. PITCHING

Not applicable

After the batter takes a stance, the pitcher must remain stationary and have both feet in contact with the pitcher's plate, until the ball is struck at.

The umpire will issue a warning to the pitcher and the team coach on the initial breach of this rule. On any subsequent breach of this rule by the warned pitcher, the umpire will advance the lead runner one base.

5.9. CATCHER PROTECTION

As a minimum level of protection, the catcher must wear a mask and helmet combination.

5.10. END OF INNINGS

Third out or 9th batter ends the innings.

For example, where there are less than 9 Batters in the line-up, start with batter 1 through 6, and then continue with batter 1 through 3 to make up 9.

With a line up of 12 batters, Start with Batter 1 through 9, at the start of the next innings continue with batter 10 through 12, and then 1 through 6 and so on.

5.11. RUNNER LEAVING BASE EARLY

Runners shall not take a lead or leave their bases until the ball is hit.

If a base runner leaves the base early the Umpire will call dead ball and all runners will return to their last legally entitled base unless forced to advance by the batter becoming a runner.

5.12. TIME

The objective of calling time is to achieve a game with continuity with the skill level of the players taken into account. Runners should only be allowed to advance on hits or on a fielder's choice to play at another base. Fielders will be allowed to make plays on the runners. Where a runner is between bases, they should either return to their previous base or advance if the rules allow, where the next base is unoccupied, and they are not held by a fielder with the ball.

The Umpire will use their discretion in judging when all possible play has ceased, taking into account the score and standard of the game. The Umpire calls time to indicate play has ceased. Normally this will be when:

- the ball is dead, i.e. hit or thrown out of the field of play;
- a home run or a ground rule double is awarded;
- a hit off the tee is not according to the Rules of T-Ball;
- the pitcher has the ball near the pitchers' plate; an infielder has the ball in front of the most advanced runner;
- the catcher has the ball and is not making a play;
- the ball is in the possession of an infield player and runners have stopped their advance.

5.13. DROPPED THIRD STRIKE

Not applicable.

5.14. TEE USE ON 4 BALLS

Not applicable.

5.15. STEALING AND SCORING FROM THIRD BASE

Not applicable.

5.16. BALL THROWN OUT OF PLAY

Runners are only entitled to the base they advancing to.

5.17. BUNTING

Bunting is not allowed in any T-Ball game.

5.18. TEE POSITION & REMOVAL

The tee must be constructed for easy removal by the Umpire or Game Official. The stem of the tee must be positioned immediately in front of home plate (within 6 inches). The Umpire or Game Official must remove the tee if there is likely to be a play at home base.

5.19. PUTTING THE BALL IN PLAY

When the Umpire calls play or play ball the ball becomes live when the batter hits the ball and moves it from the tee by a full forceful swing of the bat. The bat must go through 180° arc for it to be a swing and the ball must go at least 15’.

The ball remains live until umpire calls foul or time where the ball becomes dead and play is temporarily interrupted. At the time of the call of play no fielders other than the pitcher are to be within the diamond.

The umpire is not to call play until the pitcher is in the correct position.

Outfielders must be at least 15’ behind the “running line” between bases and all fielders are not to move in a way that will considerably change their fielding position after the umpire has call play.

5.20. STRIKE CALLED

A strike is called, and runners cannot advance, when the batter:

- attempts to hit the ball and misses;
- attempts to hit the ball but strikes the tee without hitting the ball;
- hits the ball so weakly it travels less than 15’ Arc
- levels the bat at the ball more than twice;
- bunts the ball; or
- hits the ball foul (All fouls are counted as STRIKES)

From the call play or play ball, the batter is not permitted to reposition the back foot such that they will hit in an appreciably different direction. A strike will be called on the batter if this occurs. Front foot movement is permitted

5.21. MAXIMUM BASES ALLOWED

To limit runners advancing on errors and fumbles, where a fielder has made a play on a batted ball the number of bases a runner is allowed to advance is limited as follows, (note the restriction is applied from the base that the runner occupied at the time of the hit):

One Base

Runners are restricted to a maximum advance of one base at their own risk if a batted ball:

- is fielded or touched by an Infielder.
- remains within the diamond, as marked by the bases.
- passes within three steps an infielder and the infielder makes an attempt to move towards or to field the ball.

Two Bases

Runners are restricted to a maximum advance of two bases at their own risk if a batted ball:

- bounds through the infield area but is not covered by a one base restriction.
- flies directly into the outfield and an outfielder makes an attempt to field the ball in flight or should have been able to field the ball within their reach.

Ground rule double

Runners are restricted to two bases without risk of being put out where a fair ball bounces past the home run boundary line.

Triple or Inside Park Home Run

When the Batter hits a fly or line drive that is not played at by an outfielder and turns the outfielder to give chase to field the ball, play proceeds until the outfielder has fielded and thrown the ball towards the infield. No runner may advance beyond the base they were advancing to at the time of the throw. The umpire will not allow a runner to advance where the runner has not travelled, in the opinion of the umpire, more than one third of the distance between the bases at the time of the throw.

This means that a triple or inside the park home run is possible where a Home Run boundary is not used.

All batters are treated the same for the advancement of bases, there is no call of last batter as the bases they can advance is the same as the first batter.

5.21.1. UMPIRE CALLS

The Umpires will communicate their decision to limit any runners advance by calling “Single” where one base is the restriction, or “Double” where two bases apply. These calls indicate a restriction is being applied, the ball remains live and runners advance at their own risk. Outs can and should be attempted on the runners. The Umpire will call time to indicate when all possible play has ceased.

Coaches cannot contest the judgement of the umpire with respect runner restrictions and time calls.

Where, in the opinion of the umpire, a coach is questioning his/her judgement or the coach makes comments on a judgement of the umpire that are audible on the diamond, the umpire may issue a yellow card warning, refer Rule 2.9.

5.22. SAFETY BASES

The safety bases (rectangular bases, half white, half orange) are to be used on all diamonds at first base. The white section shall be in fair territory and the orange section shall be in foul territory. The safety base is used to minimise the risk of injury arising from a collision at first base. This purpose must always be considered when applying this rule.

The following rules will apply:

- the fielder must always use the white section;
- the runner must use the orange section when initially running through first base on a single base hit;
- the runner may legally proceed to second base after touching either the white or orange section;
- the white section must be used on any return to first base.

5.22.1. FIRST BASE COACH OBLIGATION

The first base coach must ensure the batter runner uses the safety (orange) side of first base and to only send the runner to second if the Umpire has not called a “Single” base restriction.

5.23. PITCHER TAGGING BATTER RUNNING TO FIRST

The pitcher must throw the ball to the first base man to achieve an out. A batter tagged by the pitcher prior to reaching first base will be call safe at first base.

In making the throw, the pitcher must not take more than 2 steps towards first base before throwing the ball.

5.24. PLAYER PARTICIPATION AND INCLUSION

Coaches are encouraged ensure players gain experience in ALL fielding positions.

Coaches are expected to rotate players through all fielding positions and to vary the batting order weekly. A player should be at a position for a maximum of 2 innings per game.

APPENDIX A

Summary of Penalties for Competition Rule Breaches

The following table summarises the penalties that may be applied in the event of the breaking of these Rules. The Rule under reference should be reviewed in conjunction with this summary.

Rule	Description	Penalty
1.6.5	Breach of Code of Conduct	Discretionary
1.10.7	Participation of a non-registered player	Forfeit
1.10.3	Not fully disclosing players background or experience	Discretionary
1.10.9	Playing for a team as an unregistered member of that team	Forfeit
1.10.11	Breach of Representative Policy	Discretionary
1.14.6.7	Not providing a sufficient supply of baseballs for a Finals Series game	\$25.00
2.2.2	Team playing at home ground not dressing the ground prior to the game or removing all equipment at the conclusion of the game	Game result recorded as a draw if the Home side won on the day. Refer note 1.
2.2.3	Team playing as the home side at a neutral ground not dressing the ground prior to the game or removing all equipment at the conclusion of the game	Game result recorded as a draw if the Home side won on the day. Refer note 1.
2.3.1	Scorers not sitting in a neutral area when directed by the Umpire	Forfeit
2.3.2 / 2.3.5	Home team not appointing a recognised Umpire	Game result recorded as a draw if the Home side won on the day. Refer note 1.
2.4.1	Not complying with uniform requirements as requested by the Umpire	\$20.00 and/or suspension
2.4.3	Failing to supply correct match balls for non-Final Series games	\$25.00
2.5.1	Failing to complete team details on match result card	\$20.00
2.5.3	Failing to forward completed match result card within required timeframe	Up to \$30
2.5.4	Failing to e-mail match results through within required timeframe	Up to \$50
2.7.1	Allowing an ejected competition participant to participate in a game of baseball prior to an RHBL Tribunal hearing without approval	Forfeit Suspension at discretion of Tribunal
2.9.6	Ejection due to multiple Yellow Card Warnings	Competition Participant suspended – length of suspension discretionary
2.10.1	Being a starting player in more than one game in a Round	Forfeit of the subsequent game
2.10.2	Suspended competition participant participating in a game of baseball	Forfeit
2.10.3	Re-graded player participating in a lower Competition without approval	Forfeit of all games the player participated in the Round.
2.10.5	Borrowed player - Not complying to the spirit of the rule	Forfeit

Rule	Description	Penalty
2.10.8	Not providing 24 hours' notice of a forfeit	Up to \$50.00
2.10.9	Not abiding to minimum participation requirements	Discretionary coach suspension
2.14.1	Wasting time	Forfeit
3.8.1	Re-entering a relieved live ball pitcher as a pitcher in the same game	Forfeit
3.8.2	Pitching and catching the same player in a single live ball game	Forfeit
3.8.4	Overpitching a pitcher	Forfeit and coach to face disciplinary hearing

1. Where a penalty is enforced that results in a game being declared a draw, the result shall be recorded as a draw based on the number of runs scored by the losing team.

APPENDIX B

Competition Age Matrix

APPENDIX C

Code of Conduct

The essential elements of character-building and ethics in sports are embodied in the concept of sportsmanship and six core principles:

**Trustworthiness,
Respect,
Responsibility,
Fairness,
Caring, and
Good Citizenship.**

The highest potential of sports is achieved when competition reflects these “six pillars of character”.

Players

All players are committed to the following Code of Conduct. It requires that you meet high standards as a sportsman, as a team member and as an individual.

Please read it carefully

As an individual participating in RHBL Competitions I will:

1. Play by the rules of the competition.
2. Accept the recommendations of RHBL regarding safe play and equipment.
3. Never argue with an official, or an umpire and accept their decisions as being fair and called to the best of their ability.
4. Not consume / use any unapproved substance. This includes cigarettes, alcohol, chewing tobacco, or drugs (other than those legally prescribed by a physician).
5. Control my temper. I recognise that swearing or verbal abuse of officials, other players, or spectators will not be tolerated.
6. Be responsible for my personal appearance, behaviour and personal hygiene.
7. Not cause any loss, or damage to private property, or cause a disturbance to others.
8. Behave in a polite and appropriate manner towards others.
9. Not invite / allow anyone other than team personnel to remain in restricted areas such as the dugout, unless they have the expressed permission of the team management.
10. Refrain from conduct which could be regarded as harassment towards fellow players and coaches.
11. Be frank and honest with your coach concerning illness and injury and your ability to train fully within the program requirements.
12. At all times avoid intimate relationships with your coach.

I will:

- i. Work hard for myself and my team.
- ii. Co-operate with my own team officials, team mates and opponents.
- iii. Be prompt for training and games.

I understand that the sportsmanship required of me demands that I will:

- a. Applaud all good plays from either team
- b. Never deliberately distract, or provoke an opponent.
- c. Treat all players as I would like to be treated.
- d. Will not interfere with, bully or take unfair advantage of any other player.
- e. Will not abuse equipment (mine or others).
- f. Will not throw bats or helmets.

Parents / Competition Participants

Ryde Hawks Baseball League have implemented the following Parent Code of Conduct for the important message it holds about the proper role of parents in supporting their child in sports.

Any parent guilty of improper conduct at any game or practice or clinic will be asked to leave the sports facility and be suspended from the following game/session. Repeat violations may cause a multiple game suspension, or the season forfeiture of the privilege of attending all games.

If the offense is considered serious enough then your child's participation with Ryde Hawks Baseball League teams or clinics may be affected.

I/ We therefore agree to:

1. not force my child to participate in sports.
2. remember that children participate to have fun and that the game is for youth, not adults.
3. inform the team manager or nominated team official of any physical disability or ailment that may affect the safety of my child or the safety of others.
4. learn the rules of the game and the policies of the RHBL.
5. will be a positive role model for my child and encourage sportsmanship by showing respect and courtesy, and by demonstrating positive support for all players, coaches, officials and spectators at every game, practice or other sporting event. (This applies to my guests as well)
6. not engage in any kind of unsportsmanlike conduct with any official, coach, player, or parent such as booing and taunting; refusing to shake hands; or using profane language or gestures.
7. not encourage any behaviour's or practices that would endanger the health and well-being of the athletes.
8. teach my child to play by the rules and to resolve conflicts without resorting to hostility or violence
9. that my child treat other players, coaches, officials and spectators with respect regardless of race, creed, colour, sex or ability and ensure they meet the Player Code of Conduct requirements
10. teach my child that doing one's best is more important than winning, so that my child will never feel defeated by the outcome of a game or his/her performance.
11. praise my child for competing fairly and trying hard, and make my child feel like a winner every time.
12. never ridicule or yell at my child or other participants for making a mistake or losing a competition.
13. emphasise skill development and practices and how they benefit my child over winning. I will also de-emphasise games in the lower Competitions.
14. promote the emotional and physical wellbeing of the athletes ahead of any personal desire I may have for my child to win.
15. respect the officials and their authority before/during/after games and will never question, discuss, or confront coaches at the game field, and will take time to speak with coaches at an agreed upon time and place.
16. demand a sports environment for my child that is free from drugs, tobacco, and alcohol and I will refrain from their use at all sports events.
17. refrain from coaching my child or other players during games and practices, unless I am one of the official coaches of the team.
18. ensure all Communication will be directed to the Team Manager or Official.
19. Comply with the BA Social Media Policy

Officials

A Team official can be coaches, executive officer, scorer and umpire.

Please read it carefully

As a team official I will:

1. Keep myself informed of sound coaching principles and seek more skilled advice when necessary.
2. Accept decisions of the umpire as being fair and called to the best of their ability. I will not abuse or ridicule the umpire or allow players to do so.
3. Play by the rules of the competition.
4. Provide supervision of the behaviour of the team and spectators at all times.
5. Encourage sportsmanlike behaviour among the players.
6. Always consider the health and welfare of the individual player above the winning of the game.
7. Not consume / use any unapproved substances on or adjacent to the playing and training areas. This includes cigarettes, alcohol, chewing tobacco, or drugs (other than those legally prescribed by a physician).
8. Seek medical advice when determining when an injured player can return to training or competition.
9. Not criticise other teams, supporters or officials, by word or gesture.
10. Control my temper. I recognise that swearing or verbal abuse of umpires will not be tolerated.
11. Not criticise players in front of spectators, parents or other teams.
12. Ensure all players have a fair share of time on the diamond.
13. Set a good example in my personal appearance and behaviour.
14. Encourage my team to hustle on and off the playing field.
15. Treat all players with respect at all times. Be fair, considerate, honest and consistent with them. Refrain from conduct which could be regarded as harassment towards players, coaches, parents or other officials.
16. Be acutely aware of the power that you as an official have with players and other participants and avoid any sexual intimacy with players that could develop as a result.
17. Avoid situations which could be regarded as compromising.
18. Accept responsibility for all actions taken.
19. Avoid situations which may lead to a conflict of interest.
20. Ensure any physical contact with players is appropriate to the situation and necessary for the skill development.

I understand that the sportsmanship required of me demands that I will:

- a. Applaud all good plays from either team
- b. Never embarrass our opponents.
- c. Never deliberately provoke a member of the opposing team.
- d. Will accept the decisions of the umpires as being fair and called to the best of their ability. I will not abuse or ridicule the umpire or allow my team to do so.
- e. Will not abuse equipment.
- f. Enforce the Players Code of Conduct.

APPENDIX D

Prescribed Penalties for Ejections and Code of Conduct Breaches

This 'Code of Conduct' is a document developed by the RHBL board.

It lays out standards of ethical behaviour and professional conduct that is expected of all officials, players and supporters when representing RHBL and your respective club.

A violation of the code means you have acted in a way that goes against the code. Doing so leads to consequences, as outlined in the prescribed penalties below.

Questioning of Judgement Call

Code	Charge	Grade	Description	Penalty
QJC1	Question judgement call	1	Not prolonged. No use of offensive or aggressive language or behaviour.	Caution
QJC2	Question judgement call	2	Continuous or prolonged. Arguing balls and strikes following a warning. Abusive or aggressive behaviour.	2 weeks

USE OF OFFENSIVE AND/OR ABUSIVE LANGUAGE CHARGE

Code	Charge	Grade	Description	Penalty
OAL1	Offensive or abusive language. 1A Game Day or Training	1A	Abusive including bullying towards players, game officials or spectators. No swearing involved. Not prolonged.	2 weeks
	Offensive or abusive language. 1B non-Game Day including meeting	1B	Abusive, demeaning, bullying or offensive towards an official, either verbal or written	1 st Offence Warning 2 nd Offence, loss of role until next election or use 1A
OAL2	Offensive or abusive language.	2	Abusive or offensive towards players, game officials or spectators including Swearing and/or personal remarks that are demeaning and/or bullying. Registered players as spectators being offensive/abusive to players – no swearing. Not loud enough for spectators to hear.	6 weeks
OAL3	Offensive or abusive language.	3	Prolonged abuse involving personal, discriminatory, bullying or offensive language. Swearing involved. Registered players as spectators being offensive/abusive to players – swearing. Loud enough for spectators to hear.	12 weeks

UNSPORTSMANLIKE CONDUCT CHARGE

Code	Charge	Grade	Description	Penalty
UC1	Unsportsmanlike Conduct	1	Administrative misdemeanour with no violence or aggression. Example: Tampering with the ball or other equipment.	Caution
UC2	Unsportsmanlike Conduct	2	Intentional, reckless or careless breaking of rules. Aggressive behaviour, but with no violence. Examples: Carelessly colliding with catcher (or others); Intentionally throwing the ball at a batter; Unduly rough or dummy tag; Adopting a threatening attitude to player.	1 week
UC3	Unsportsmanlike Conduct	3	Intentional or careless breaking of rules where there is aggressive and/or violent behaviour. Pushing players on or off the field. Examples: Careless play resulting in the possibility/probability of serious injury; Threatening an umpire with physical violence or touching an umpire.	10 weeks Must appear before tribunal
UC5	Unsportsmanlike Conduct	4	Severe aggressive or violent behaviour. Example: Punching Player / coach / umpire; Participating in an affray	26 weeks Must appear before tribunal
UC6	Unsportsmanlike Conduct	5	Violence and/or aggression. Prolonged and/or severe. Use of object as weapon such as bat, ball or helmet. Striking or pushing an umpire. 2nd offence	3 years Must appear before tribunal

CONTRARY CONDUCT CHARGE

Code	Charge	Grade	Description	Penalty
CC1	Contrary Conduct	1	Offences relating to misdemeanour. Example: Offensive behaviour by sign or gesture; Dangerously or carelessly throwing bat or helmet; Failure to fulfil obligations under the League's playing rules.	1 week
CC2	Contrary Conduct	2	Offences relating to more severe misdemeanour. Examples: Failure to obey an umpire's directive; Unauthorised entry onto the playing field; Failure to obey a directive of any member of the League's executive or a groundsman; Failure to leave the team's dugout and vicinity following ejection.	3 weeks
CC3	Contrary Conduct	3	Offences relating to dangerous / offensive behaviour. Examples: Offensive behaviour by registered players while spectators; Throwing objects onto the field.	6 weeks
CC4	Contrary Conduct	3	Offences which bring the game, Clubs or the League into disrepute or place them in danger. Continued Offensive behaviour by registered players while spectators. Throwing objects at players resulting in the possibility / probability of serious injury. Example: Playing unregistered players/coaches.	12 weeks

CONTEMPT OF BA, BNSW, RHBL OR TRIBUNAL

Code	Charge	Grade	Description	Penalty
CO1	Contempt	1	Failure to appear before the Tribunal on a contested charge without a reasonable excuse.	2 weeks
CO2	Contempt	2	Failure to complete penalty before playing or holding any role in baseball anywhere in Australia for any group (affiliated or not) while serving a penalty.	26 weeks Must appear before Tribunal
CO3	Contempt	3	Providing false information to the Tribunal.	26 weeks Must appear before Tribunal
CO4	Contempt	4	Organising false witnesses before the Tribunal or bring the Tribunal processes into disrepute.	1 year added to penalty Must appear before Tribunal.

Members charged with any of the following offences must appear before the Tribunal. All on-field members are subject to these charges and may be cited by Umpires, Team, Club, League or NSWBL officials. The definition of “field” includes dugouts, scorer’s area and all parts of the playing field as defined by the rules of baseball.

In all cases, the tribunal may impose higher penalties and may also charge team or club officials for allowing the offence to occur.

If any on-field member or spectator is ejected from a game, they shall serve a one week suspension until the complaint is heard. If found guilty, the one week suspension will not be deducted from any further suspension imposed after the complaint hearing.

PENALTY FOR PRIOR CONVICTIONS OFFENCE PENALTY

Offence	Penalty
First offence in any 12 month period.	As above
Second offence in any 12 month period.	Add 50% of penalty that would normally apply. (Caution is equivalent to one match.)
Third offence in any 12 month period.	Add 100% of penalty that would normally apply. (Caution is equivalent to one match.)
Fourth offence in any 12 month period.	Automatic 12 month suspension.

APPENDIX E

List of Member Clubs of the RHBL

The following Clubs are members of the Ryde Hawks Baseball League.

Concord Baseball Club Comets
Five Dock Falcons Baseball Club
Greenway Giants Baseball and Softball Club
Kissing Point Angel Baseball Club
Ku-Ring-Gai Stealers Baseball Club
Macquarie Saints Baseball Club
North Ryde RSL Junior Baseball
North Sydney Junior Baseball
Rangers Baseball Club
Thornleigh Baseball Club
Tigers Baseball and Softball Club
Wests Boomers Baseball Club