



BASEBALL
NEW SOUTH WALES

NSW Country Baseball
Championship Rules

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Country Championship Rules Ver 1.007
DEFINITIONS AND INTERPRETATION

D.1 In these Rules the following words or expressions have the following defined meanings:

“Association” means any regional NSW Baseball Association or any other Association invited by the CLSC to compete in a Championship;

“Australian Baseball Rules” means the current edition of the official rules of the Australian Baseball Federation;

“Baseball NSW” means the NSW Baseball Association Inc;

“CLSC” means the Baseball NSW Country Liaison Standing Committee;

“Championship” means the Senior Championship or the Junior Championship as is applicable.

“**Country Championship Association Pick-Up Player Request Form**” means the form annexed to these Rules and marked “C”.

“**Country Championship Pick-Up Player Nomination Form**” means the form annexed to these Rules and marked “D”.

Exceptional Circumstances Application means the form annexed to these Rules and marked “G”;

“Nomination Cut-Off Date” means the date determined by the CLSC as the last date by which the Associations shall have lodged their **Team Nomination Form** with the CLSC;

“Nomination Fees” means the fees which each Association shall pay to Baseball NSW to enter team/s in the Senior Championship or Junior Championship;

“Senior Championship” means the NSW Senior Country Championship which shall consist of an A Division, a B Division and a Women’s Division;

“Junior Championship” means the NSW Junior Country Championship which shall consist of a Zooka/T Ball division, Little League division, Junior League division; Senior League division and a Big League division;

“Non-Financial Player” means a player who has not paid his Registration Fees in full to Baseball NSW;

“Player” means a person who is registered with an Association.

Representative Availability Sheet means the form annexed to these Rules and marked “F”.

“Result” means a win, loss or draw after the completion of a game.

“Rules” mean these Playing Rules;

“Senior” means a Player who is 18 years of age or older.

“**Team Nomination Form**” means the form which are annexed to these Rules and marked “A”.

“**Team Roster Form**” means the form which are annexed to these Rules and marked “B”.

“the NSW Country Charter” shall mean the NSW Country Little League Charter once established.

“**the Codes of Conduct**” means the Codes which are annexed to these Rules and marked “E”;

“the Draw” means the draw established by the CLSC for the Championship.

“The Matrix” means the Matrix Table which appears at the end of these Rules and forms part of these Rules.

- D.2 These Rules are to be read in conjunction with the Australian Baseball Rules, and where in conflict, these Rules shall take precedence.
- D.3 In relation to the Junior Championship these Rules are to be read in conjunction with the Rules of Little League International and where in conflict, these rules shall take precedence.
- D.4 The CLSC reserve the right to change, amend or interpret any of these Rules at their sole discretion, acting in the interests of baseball.

PRE-TOURNAMENT

General Information

- G.1 The duration of the Senior Championships or the Junior Championships is to be 2-3 days, and scheduled as determined by the CLSC at the earliest possible time in the year of the Championships.
- G.2 Each Association is permitted to nominate a maximum of two (2) team to compete in each age division of the Junior Championship and a maximum of two (2) teams to compete in each division of the Senior Championship.
- G.3 **The CLSC shall in it’s absolute discretion have the right to seed teams and design draws as it sees fit in the interests of the sport.**

Submission of Team Forms

- G.4 Associations wishing to nominate teams to compete in the Junior Championship or the Senior Championship must complete and return the **Team Nomination Forms** to the CLSC Secretary or the Championship Director by the Nomination Cut Off Date.
 - G.5 The **Team Nomination Forms** may be submitted to the CLSC Secretary or the Championship Director in person, by post, facsimile or by electronic mail.
- PENALTY: BREACH OF RULE G.4**
- G.6 **If the Team Nomination Forms are not received by the CLSC Secretary or the Championship Director by the Nomination Cut Off Date then that Association may, at the discretion of the CLSC, be fined for late lodgment or the team/s may not be included in the Draw for that Championship.**
 - G.7 All Executive Officers must submit a completed **Team Roster Form** and a **Representative Availability Sheet** by such date as determined by the CLSC before the Championship. An updated **Team Roster Form** may be submitted at the pre-tournament meeting on the 1st day of the Championship.
 - G.9 It is the responsibility of the Field Manager and Executive Officer of each team to make all team officials and players aware of the **Codes of Conduct**. These documents are applicable to all events conducted or sanctioned by Baseball NSW.

- G.10 All nominated players and officials must be:
 - (a) listed on the **Team Roster Form** that is sent by their Association to the CLSC;
 - (b) in the case of Seniors, registered and financial members with Baseball NSW or another State or Territory Baseball Association;

- (c) in the case of Juniors, registered and financial members of Baseball NSW and can only be registered with the NSW Country Charter;
- (d) in the case of any participating interstate or territory Associations, registered and financial members of such Associations.

Those players who are not registered and financial members will not be permitted to participate in the Championship.

General Player & Official Rules

- G.11** Players competing in the Junior Championship must comply with the age restrictions for their age division namely:
- (a) Players competing in the Zooka League division shall be at or over the age of eight (8) and under the age of ten (10) years as at 30 April of the Championship year.
 - (b) Players competing in the Little League division shall be at or over the age of ten (10) years and under the age of thirteen (13) years as at 30 April of the Championship year.
 - (c) Players competing in the Junior League division shall be at or over the age of thirteen (13) years and under the age of fifteen (15) years as at 30 April of the Championship year.
 - (d) Players competing in Senior League division shall be at or over the age of fifteen (15) years and under the age of seventeen (17) years as at 30 April of the Championship year.
 - (e) Players competing in the Big League division shall be at or over the age of seventeen (17) years and under the age of nineteen (19) years as at 30 April of the Championship Year.
- (Example: if a player wants to play in Little League and his 13th birthday is on 30 April of the year of the Junior Championship will not be eligible to play in that age group. However if such a player turned 13 on 1 May in the Championship year is eligible to play in that age group.)*
- G.12** Female Players competing in the Women's Division of the Championship must have turned fourteen (14) at or prior to 30 April of the Championship Year unless special dispensation is granted by CLSC in it's absolute discretion.
- G.13** Players competing in the B Division of the Championship must have turned fourteen (14) at or prior to the 30 April of the Championship Year unless special dispensation is granted by CLSC in it's absolute discretion.
- G.14** Players competing in the A Division of the Championship must have turned sixteen (16) years at or prior to 30 April of the Championship Year unless special dispensation is granted by CLSC in it's absolute discretion.
- G.15** A player cannot play above or below their applicable age group without application to, and approval from the CLSC. The CLSC may in it's absolute discretion grant permission to players to compete in the Championship above or below their specified ages.
- G.16** Associations should present a written submission to the CLSC at least two (2) weeks prior to the Championship providing an opinion from an accredited coach as to such player's mental and physical capability to participate in the Championship outside their age restriction and why permission should be granted for them to do so.
- G.17** Any player approved to play up in a higher age group must still comply with the applicable pitching limits of that player's age group in the Matrix but will pitch from the pitching distance applicable to the higher age group.

- G.18** Each team is allowed to have the following Officials: 1 Field Manager, up to 3 Assistant Coaches, 1 Executive Officer, 1 Scorer, 1 Bat Person and 1 Trainer/ Physiotherapist.
- G.19** At least 1 member of the coaching staff shall be accredited to the following minimum levels unless otherwise approved by CLSC prior to the commencement of the Championship:
- (a) **Level O** for Zooka/Tee Ball;
 - (b) **Level 3** for Little League, Junior League, Senior League, under 14's, Big League and Seniors

Pick up players

- G.20** Any player or players wishing to participate at the Championship that cannot do so due to that player's Association not participating or not being selected to play with their Association team must be nominated to CLSC not less than 30 days prior to Championships. Nomination is to be on the **Country Championship Pick-Up Player Nomination Form**. The CLSC may in it's absolute discretion still accept late nominations.
- G.21** Any Association wishing to obtain a player or players for the Championships shall apply in writing to the CLSC. Application is to be on the **Country Championship Association Pick-Up Player Request Form**. If there are no nominations on the database then the CLSC may canvas any Association in an attempt to satisfy requests.

Representative selection

- G.22** To be considered for NSW Country selection a player must participate in the Championships, unless an **Exceptional Circumstances Application** is submitted and approved by the CLSC.
- G.23** Any **Exceptional Circumstances Application** must be forwarded with endorsement from the player's nominated Association prior to the commencement of the Championship.
- G.24** In the event that the player's Association refuses to endorse the **Exceptional Circumstances Application**, the player may then apply directly to the CLSC for consideration. This application must be received by the CLSC prior to the Championship.
- G.25** The decision as to whether to grant the **Exceptional Circumstances Application** will be at the sole discretion of the CLSC whose decision shall be final. A decision to grant such Application does **not** ensure the player NSW Country selection that decision will be made by the selectors of that team. Players granted an exemption from participation in the Championship must be available to train at the first training session after the team has been selected, otherwise they may be cut from the squad at the head coaches discretion.

HOST RESPONSIBILITIES

- H.1** The Association hosting the Championship shall ensure there is an adequate undercover room/tent/area for a First Aid Attendant is available at all times during a Championship.
- H.2** The Association hosting the Championship shall also ensure there is access to an Ambulance Service/ Doctor / Medical Centre on call 24 hours. The contact telephone number and address for those services shall be posted at the canteen area and EO meeting area.

PRE CHAMPIONSHIP MEETING

- M.1** One (1) hour prior to the commencement of the first game for the Championship there will be the following meetings:

Scoring Co-ordinator and **ALL SCORERS**

Director of Umpires and **ALL UMPIRES**

Championship Director and **ALL TEAM EXECUTIVE OFFICERS and / or FIELD MANAGERS**

Attendance is compulsory for the parties concerned. Balls, Score Sheets etc. will be available at these meetings.

- M.2** Any changes to the **Team Nomination Form** of players and officials which was submitted prior to the Championship must be notified at the meeting of Executive Officers and Field Managers prior to the start of the Championship.
- M.3** All Team lists submitted at the Executive Officers and Field Managers meeting are final. Once a player has participated in a game in the Championship he/she may not be replaced in the Team List.

SCORERS

- S.1** Each Association participating at the Championship must provide one (1) Team Scorer per team nominated. **The penalty for failing to provide a scorer is \$100.00 per Team Scorer not supplied.**
- S.2** The Team Scorer for each team shall be named on the **Team Nomination Form**.
- S.3** It is the responsibility of each Association to notify the CLSC Secretary or Scorers Co-Ordinator, at least fourteen (14) days prior to the Championships of their nominated Official Scorer.
- S.4** All Team Scorers and Official Scorers shall be qualified to a minimum of Country Level 3 or CABS level 2, and be a current member and insured by ABF (on the "IMG" database) or otherwise have obtained an exemption from the CLSC Scorers Co-ordinator.
- S.5** Official line-up sheets are to be in the hands of the Scorers ten (10) minutes before official starting time of each game. Players that are ineligible to Pitch or Catch are to be marked with an asterisk (*) to the left of the players name and those that are ineligible to play other than pinch hitting or running with a circle (O) to the left of the players name on the official line up sheet.
- S.6** Scorers are responsible for tendering results sheets to the CLSC Scorers Co-ordinator within thirty (30) minutes of the completion of a game, or in the case of a double header, forty five (45) minutes after the second game.
- S.7** Before an Association is declared the winner of a game, the Association's line up sheets and the official score books may be vetted for any anomalies or breaches of these Rules.

UMPIRES

- U.1** Each Association participating at all Championships must provide one (1) Umpire per team nominated.

- U.2** The Team Umpire for each team should be named and advised to the Secretary of the Umpires Association or the CLSC Championship Director at least fourteen (14) days prior to all championships and if possible at the time to be included on the **Team Roster Form.**
- U.3** Each Team Umpire shall be qualified to a minimum level "0" for T-Ball and Little League and minimum level "1" for all age groups Junior League and above.

RULES FOR THE CHAMPIONSHIP

Balls & Attire

- R.1** All baseballs used at the Championship are to be the same brand and purchased from Baseball NSW. Each team is to put two (2) balls into each game and have balls of acceptable standard available for back up should the Plate Umpire require them.
- R.2** Player uniforms are to display number on centre back of playing top 18cm-25cm in size. These numbers to be in 'strong' contrast to the playing top colour. Numbers on sleeves are optional and should be 8cm-12.5cm in size. These numbers to be in 'strong' contrast to the playing top colour.
- R.3** **Only Association uniform or attire may be worn while participating in the Championship. This rule applies both whilst playing and at whilst a player or official is at the Championship venue.**
- R.4** The CLSC Championship Director or other CLSC Committee members have the authority to direct the Team Field Manager or Executive Officer to have the player remove any non-Association article of apparel.

Modification of Official Baseball Rules

- R.5** The Official Baseball Rules shall apply to the Championship subject to the amendments and modifications set out in these Rules.

Home team

- R.6** The first team nominated on the Championship Draw shall be declared the Home Team. They will occupy the 3rd base dugout and shall field first.

Safety

- R.7** All batters, batters on deck, base runners and the bat person **must wear double eared helmets during the Championship.**
- R.8** Base coaches who are Seniors shall wear a skull helmet at all times whilst base coaching. Any Junior base coaches **must wear double eared helmets whilst base coaching.**
- R.9** The Collision Rule shall apply throughout the Championship. This means when a batter, runner or base runner is trying to obtain 2nd, 3rd or Home base and a play is being made on the runner or runners, the runner **must slide** into the base they are trying to obtain. A play is being made when the ball and the runner arrive at or near the same time. If the runner fails to slide in this situation the runner shall be called out.
- R.10** All catchers **MUST** wear full protective gear, which includes leggings, a chest plate, a protective box, a helmet and face mask with throat guard. Any person warming up a pitcher must wear a helmet/face mask at all times, whether in the bullpen or on the playing field.

Injuries

- R.11** Medical Certificates must be provided to the Championship Director as soon as possible for any injury or illness that may prevent a player from completing their participation requirements.
- R.12** If a player is injured whilst playing they may obtain treatment. If they are unable to be treated within a reasonable period of time as determined by the plate umpire the injured player shall be replaced until the injured player is able to return to the game.
- R.13** If the injured player is at bat the pitch count which was on the injured player shall apply to a replacement batter. The injured player if removed from the field shall not bat again until their turn in the line up again arrives.
- R.14** Players who are injured during the course of a game and who require treatment to stem the flow of blood or any body fluids may leave the game without penalty. All clothing which has blood or other bodily fluids on it **MUST** be replaced.
- R.15** If any injured player is unable to return into the game at the completion of **three (3)** further innings they shall be replaced. **NO EJECTED PLAYER MAY BE USED AS A REPLACEMENT PLAYER.** If the team has no reserves in the team line up then a person who has left the game may be used.

Minimum Team Roster

- R.16** The CLSC may in it's absolute discretion allow teams to participate with less than the minimum or greater than the maximum number of players in the Matrix.

Catching & Pitching Restrictions and the Re-entry Rules

- R.17** The pitching and catching restrictions for each age division are as set out in the Matrix.
- R.18** A player cannot pitch and then catch the same day. However a player is allowed to catch 3 innings or less and then pitch in that game or other games the same day, provided they do not exceed the other relevant restrictions in the Matrix.
- R.19 The following rules apply In Little League, Junior league, Senior League and Big League:**
- (a) A pitcher who has pitched up to the maximum for a Substantial for their age as set out in the Matrix may pitch a further 3 pitches to try and finish a current batter. Those pitches will count towards their total Championship pitches. A player pitching a substantial is permitted to go to either First Base or Second Base.
 - (b) A pitcher who reaches the maximum number of pitches for a Major or the Championship maximum as provided in the Matrix must come off the field at that point and cannot finish the current batter.
 - (c) A replacement pitcher cannot come from the field. They must come from the bench.
 - (d) A replacement pitcher can come off the field to warm up. They must then wait at least 1 batter before coming on to pitch. They must come on to pitch either in that same inning or the start of the next inning at the latest otherwise they cannot re-enter the game.
 - (e) In Junior, Senior and Big League, if a team has less than the minimum number of players in the Matrix then any of the nine (9) starting players may withdraw and re-enter a game once, provided such player occupies the same position in the batting order. The substitute players must be on the field for at least three (3) outs in defence and bat at least once. A substitute player who is then withdrawn may not re-enter the game. The substitute player also cannot remain in the game if the person that he/she substituted for re-enters the game.
 - (f) **The Re-entry Rule in Little League shall be as per the Little League Rules. Any such replacement player must have at least 1 at bat before they can be removed from the game.**

Start and End of Games & Declaring Innings

- R.20** Games shall start at their scheduled times however in the event games start late they must still finish at the scheduled finish times subject to the Rules below.
- R.21** The top of an innings shall not commence within ten (10) minutes of the scheduled finish time.
- R.22** If the top of an innings has been commenced more than (10) minutes before the scheduled finish time the inning shall continue until completed or a result is achieved **provided that the game shall not continue beyond ten (10) minutes after the start time of the next game**. At that point the game shall stop and the score shall revert to the last fully completed innings.
- R.23** A Team can declare their batting innings is ended at any time by notifying the plate umpire. **(for the purposes of player participation requirements in this situation the defensive team will be credited with the additional outs that would have been required to end the innings. EG: if there is 1 out when the declaration was made the defensive players on the field are credited with the additional 2 outs).**

Spirit of the Game

- R.24** All games are played as per the rules of baseball, with the exception of modifications listed in these Rules. Teams are especially reminded that all games, including “dead rubbers” are expected to be played within the spirit of the game, and for the full duration indicated within these Rules.
- R.25** Any umpire believing that a team is not adhering to these rules (including but not exclusively):
- intentional slowing down of a game,
 - throwing or not trying in a game,
 - manipulating the result or prematurely finishing a game
- he is required to officially warn the offending team(s) (See rule of baseball rule 4.15 (b))
- R.26** If the umpire believes the team(s) have not adhered to such a warning he may end the game by imposing a forfeit, or dual forfeit, and **will** forward a report immediately to the Championship Director. **If found guilty at a subsequent Judiciary hearing the offending team(s) will lose 2 (two) wins in addition to the forfeit imposed in this rule.**

Points & Forfeits

- R.27** The following points shall be allocated for the following results of games:
- (a) Win – 3 points
 - (b) Draw – 2 points
 - (c) Loss – 1 point
 - (d) Forfeit - no points.
- R.28** A forfeit will occur in any of the following circumstances:
- (a) If a team cannot field at least 7 players;
 - (b) if a team is not ready to commence play within ten (10) minutes of the scheduled starting time.
 - (c) a team is found guilty of a breach of rule R.25.
 - (d) a breach of a specific age division rule where the penalty which applies is a forfeit.
- R.29** The result of a forfeit will be the greater of 9 runs to Nil or the current runs deficit multiplied by the remaining scheduled innings to Nil. The scheduled innings refers to the number of innings allotted to the age group as set out in the Matrix.
(Example: a Senior League game with a deficit of 4 runs after 2 complete innings = 4 runs multiplied by the remaining 5 complete innings = This determines a forfeit score of 20 – 0)

Disputes

- R.30** The CLSC will appoint a Disputes Committee and Judiciary, to adjudicate on any matter. Any dispute shall be in writing and accompanied by a \$100.00 fee, and shall be handed to the Championship Director prior to the team's next game. If the appeal is unsuccessful the fee will not be refunded. If the appeal is successful the fee will be refunded in full.

Finals

Zooka/T-Ball

- R.31** There will be no finals in this age division. The winner of this age division will be the team with the most accumulated points. In the event of teams finishing on equal points, joint winners will be declared.

Little League to Big League

- R.32** The number of team entries will determine whether or not a final will be played. If there is a final it will be determined by the CLSC in its absolute discretion according to the Draw. If there is no final in an age group then the winner of the age group will be the team with the most accumulated points.

Teams finishing on equal points after round games

- R.33** In the event of teams finishing on equal points after the completion of the round stage of the Championship the following rules shall apply:
- (a) the team which won the most games between the tied teams shall be deemed to finish in the higher placing.
 - (b) If the results were still equal after (a) then the following method will apply:
 - (i) The team with the fewest runs allowed (ie: the best defensive record) in the games played between the tied teams shall finish in the higher position.
 - (ii) If the result after (i) is applied is still equal, then the team with the fewest runs allowed in the round games (ie: the best defensive record) shall finish in the higher position or if they are still equal then the team with the fewest runs allowed in the games played against the team finishing immediately below the tied teams shall finish in the higher position..

Semi/ Preliminary Finals

- R.34** If a Semi Final or Preliminary Final is tied at the completion of the game the highest ranked team after completion of the round games will move into the Championship Final.

Championship Final

- R.35** The Championship Final in the applicable divisions shall be played over the number of innings specified in the Draw or the Matrix with the option of a specified maximum time limit as determined by the CLSC.
- R.36** In the event of a tied score at the completion of the designated time, one (1) extra innings will be played to decide the Championship winner. If scores remain tied after such extra innings both teams shall be declared joint winners of the Championship in that division.
- R.37** If the Final fails to reach the minimum number of innings as specified in the Draw or the Matrix both teams shall be declared joint winners of the Championship in that division.

Weather

- R.38** All round games and finals will have either a minimum number of innings or time as specified in the Draw or the Matrix that must be played to achieve a result if interrupted by bad weather.

- R.39** If after a game has commenced bad weather prevents that minimum number of innings or time being completed the umpire shall declare the game to be a washout and the result shall be a draw.
- R.40** If bad weather interrupts such a number of round games that either seeding or clear division placings cannot be determined, then the outcome of the Championships shall be determined by a meeting of the CLSC which will be held as soon as possible after either local council or ground staff closes grounds or in the opinion of the CLSC the outcome of the Championship is threatened.
- R.41** Where the local council does not close grounds, then condition of the grounds shall be judged by consultation between ground crew / or ground crew chief and the Championship Director. If the grounds are deemed unplayable then games for that game slot or that day will be declared a washout and the result shall be a draw. An assessment on the weather conditions will be made that evening and again the following morning to determine if the grounds are playable.



ZOOKAT-BALL CHAMPIONSHIP RULES

CLOTHING & EQUIPMENT

Z.1 The clothing and equipment requirements are as follows:

Shoes: Only moulded sole shoes, rubber soled sneakers, joggers or shoes with flexible soft stops or dimple soles, as approved by CLSC can be used.

Bats: Baseball bats may be wood, aluminium, ceramic or carbon graphite and must not be altered in any way. In accordance with IBA rules, 115dB will be the sound emission limit standards for non-wood bats.

The maximum allowable weight differential is Minus eleven (-11) and maximum barrel 2 ¼ inches (the "Weight differential" is the difference between the length and weight of a bat, eg: a 30 inch; 19oz bat would have a - 11 weight differential).

Before each game the umpire may inspect all bats to ensure they are legal. Any illegal bat will be removed, and if used for play immediately beforehand, the play will be nullified. If used after being identified by the umpire, the coach will be removed from the game.

Balls: The balls shall be those which are currently approved by BNSW for Zooka games.

Machine: The machine shall be that which is currently approved for use by BNSW and the member associations, i.e. a Zooka Machine ("Zooka").

The Zooka is to be fitted with the small legs and is to be set-up:
(a) with the centre stem of the legs 2 feet 6 inches on the 3rd base side of the line in;
(b) between the centre of 2nd base and rear point of home plate,
(c) with the centre stem of the legs 40 foot from the rear point of home plate.

The Zooka will deliver a pitched ball that will pass over home plate at a suitable height, mutually agreeable to by both Managers. If no agreement can be reached, it is then solely at the discretion of the umpire. The Zooka is to be set such that the ball is projected at between 40 and 43 miles per hour.

If the Zooka breaks down or is consistently inaccurate and another is not readily available, the game will continue with a Tee.

Tee: The Tee:
(a) may be of any suitable material,
(b) should be of any suitable construction and adjustable,
(c) must not have any sharp edges or protuberances,
(d) must be light enough to be easily moved,
(e) may be adjustable to suit any batter,

When the Tee is used it must be placed with the stem over the front of home plate. The Tee must be removed by the umpire whenever necessary after the batter hits a fair ball.

Scorebook: A regulation scorebook for (12) twelve players will be used for games.

GROUNDS

- Z.2** The field dimensions are as set out in the Matrix. On open grounds a dead ball line should be drawn parallel to and 25ft (7.62m) to 30ft (9.14m) outside the third and first base lines. The players' benches shall be outside this area. The ball is dead beyond the limits of the dead ball lines.

PLAYER PARTICIPATION

- Z.3** The minimum and maximum number of players for a team is as set out in the Matrix.
- Z..4** All players must participate for a minimum of **40% of defensive outs** during the whole tournament.
- Z.5** **All players must (unless injured) bat in the team's batting order in every game.** (for example if the team has 12 players all 12 players must bat in the batting order. A team with 11 players must have all 11 players bat in the batting order).

Penalty: the penalty for a breach of rules Z.4 or Z.5 is a loss of four (4) Championship points.

PLAYING RULES

- Z.6** *Stealing*
- (a) A runner occupying a base must remain in contact with the legally occupied base until the ball has crossed the front edge of home plate before they can leave the base.
 - (b) Base stealing from 3rd base to home is prohibited. Base stealing is permitted on the other base paths subject to the Rules below.
 - (c) Runners may NOT steal if the catcher has caught the pitched ball, or if the catcher has attempted to catch the ball, and the ball is in front of or immediately beside the catcher.
 - (d) Subject to the above rules, Runners may only steal if the pitched ball has passed the catcher.
 - (e) Head first sliding into bases whilst stealing is not permitted.
 - (f) If a play or attempted play is being made on a runner at 2nd base, 3rd base or home then the base runner must slide.

Penalty – the penalty for a breach of rule Z.6 is that the runner is out if, in the Umpires judgement and after a warning has been issued to both teams, the runner continues to breach any of the above rules.

- Z.7** *Hit Batter*
- If a batter is hit by a pitched ball:
- (a) the ball is dead.
 - (b) the batter remains in the batter's box.
 - (c) the strike count remains as it was when the batter was hit.
 - (d) All runners return to their last legally occupied base.
 - (e) The machine is to be checked for accuracy and adjusted.

- Z.8** *Specific Baseball Rules Application*
- The Infield fly rule is applicable. The re-entry and designated hitter (DH) rules are **not** applicable.

- Z.9** *The Pitcher*
- (a) 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.
 - (b) 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.

Option:

-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.

Z.10 *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 it a "No-pitch".

Z.11 *Base Access*

The fielder or catcher must allow the runner at least half the base or home plate to slide into.

Penalty – The runner will be given safe.

Z.12 *Bunt*

The use of the bunt is allowed.

Z.13 *Machine Interference*

If in the Umpire's judgment an infield pop-up (not being an infield fly rule pop up) is not caught due to the obstruction of the fielder by the pitching machine then;

(a) The batter will be given out.

(b) The ball is dead.

(c) Runners return to their last legally occupied base.

Z.14 *On Deck Batter*

(a) The on deck batter will warm up on the safety side of the batter namely the 3rd Base side for a right hand hitter and the 1st Base side for a left hand hitters.

(b) If there is insufficient room on either side of the batter boxes for the on deck batter to warm up safety then the on deck batter will warm up outside the playing field area.

Z.15 *Player Interchange*

(a) Players may be interchanged at any time during the game and these interchanges are not deemed to be formal substitutions.

(b) The Umpire is not required to be advised of player interchanges.

(c) The Scorers must be advised of player interchanges.

(d) Formal player substitutions may be made at the Coaches discretion.

(e) Both the Umpire and Scorers must be advised if a formal substitution is made.

Z.16 *Runs Scored*

The maximum number of runs that may be scored in each ½ half innings shall be six (6).

Z.17 *Batters*

(a) **A strike is called:**

i When the batter swings at the ball pitched by the Zooka and misses it or the ball passes through the strike zone.

ii When the batter swings at the ball on the Tee and misses it.

iii When the batter swings and hits the Tee but not the ball (whether the Tee is knocked over or not). In this situation the ball is dead and the runners may not advance.

iv For each foul ball.

(b) Batters will face 2 strikes with the Zooka machine. In the event the Batter has 2 strikes on them then the batter will hit from a Tee for the third strike.

(c) Batters may only advance to a base by;

i. a safe hit.

ii. a dropped fly ball.

iii. a fielding error.

iv. a wild throw.

v. Pitcher not in contact with the pitching rubber.

However a batter hitting from a Tee on the third strike cannot advance beyond first base.

(d) A batter cannot be awarded 1st base on balls.

- (e) A batter is out if:
 - i A ball they have hit is caught on the full in foul or fair territory by a fielder.
 - ii they have three (3) strikes called on them by the umpire (this includes a foul ball on the third strike).
 - iii Having hit the ball, the ball is thrown or held by a fielder in contact with first base before the batter makes contact with first base.
 - iv If in the opinion of the umpire the batter throws the bat dangerously. In this situation the ball is dead and the runners may not advance. (**“Dangerously”** – means the bat connects or almost hits the catcher or any other player, official or spectator);
 - v they bat out of order (Normal baseball rules apply.)
- (f) A batter/base runner will be out if:
 - i They are tagged in between bases. (The ball must be held securely in the hand or glove which contacts the runner).
 - ii They are **forced out** if they fail to reach a base they are forced to run to because they have another runner behind them running to the base they were on, and the ball is caught or held by a fielder and contact is made with the base they must advance to by that fielder.
 - iii they leave the base they occupy before a fly ball, (i.e. any ball hit in the air) is caught and they do not return to that base before the ball is caught or held by a fielder in contact with the base they must return to.
 - iv They leave the base before the ball crosses the front of home plate after a warning has been given by the umpire.
 - v They miss touching a base(s) and an appeal is made to the umpire.
- (g) The maximum number of batters that may bat in each half (½) innings shall be **nine (9)**.
- (h) A team with less than 9 starting players will not incur automatic outs.
- (i) A team with less than 9 starting players may continue to bat until the maximum of 9 batters have come to the plate.

Z.18

Completion of an Innings

- (a) An innings is completed when either three (3) outs have been made or nine (9) batters have completed their turn at bat, whichever occurs first.
- (b) When the ninth batter for the innings comes to bat, the scorer shall notify the plate umpire, who shall inform both sides by loudly calling and signalling **“Last Batter”**.
- (c) If the team scorer fails to notify the plate umpire that the ninth batter is at bat, the umpire shall declare any subsequent plays after the ninth batter completes their at bat cancelled, the ball dead and no runs shall score.
- (d) When the ninth batter hits a fair ball, the batting side may be put out by:
 - i Getting the ninth batter out at or prior to attaining first base, irrespective of the number of outs.
 - ii Getting another runner outs by normal play.
 - iii Any fielder holding the ball and standing on home plate.
 - iv Any infielder controlling the ball in the path of a runner (and not attempting a play). All runners who have already passed that infielder are awarded the next base if there are less than two out.

Z.19

Infield Secure Possession

- (a) 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.
- (b) Calling of “TIME” and the directing of runners are Umpire “Judgement” calls.
- (c) Any fielder stationed within or immediately adjacent to the infield may be considered an “Infielder” for the purpose of this rule.
- (d) To be in “control of the ball” means the ball is:
 - i. In possession of an infielder OR
 - ii. Within 3 steps of an infielder OR
 - iii. About to be caught by an infielder following a throw from another fielder.
- (e) When applying the TIME rule, the Umpire should bear in mind that the purpose of the rule is to try & make a Zooka 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”.

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

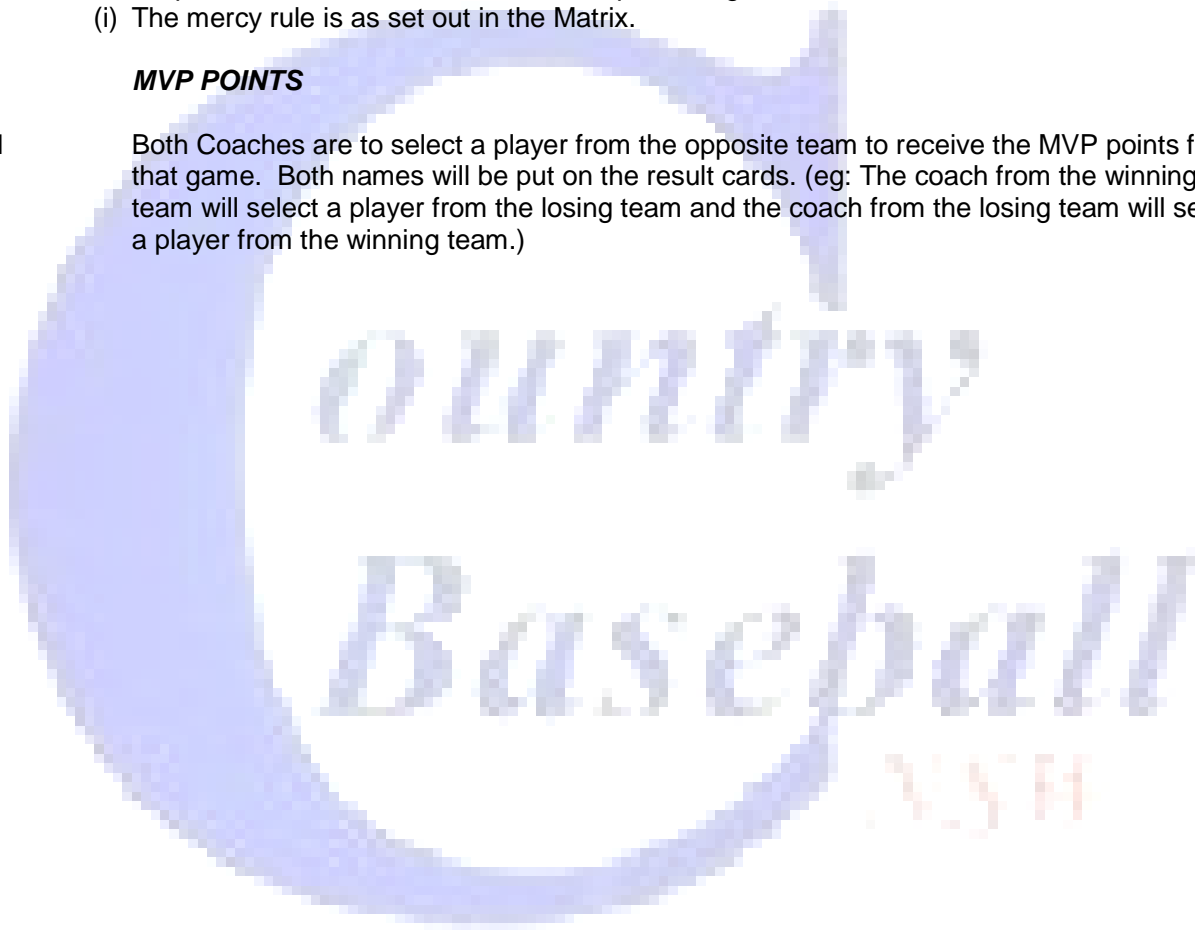
Z.20 *Team Position, Speed up and Mercy Rules*

- (a) The first team nominated in the draw shall be declared the “home team” and occupy 3rd base bench and will field first.
- (b) The home team is to be on the diamond, ready to commence play, at the scheduled starting time.
- (c) In the event of either team not being ready to commence play within ten (10) minutes of the scheduled starting time of a game the game shall be forfeited to the opposing team. The forfeit result will be 20-0.
- (f) there is to be a One (1) minute changeover between innings.
- (g) No top of an innings will commence within ten (10) minutes of the scheduled completion time.
- (h) No game shall proceed beyond the scheduled completion time. At that point the game shall stop and the score reverts to the last equal innings.
- (i) The mercy rule is as set out in the Matrix.

MVP POINTS

Z.21

Both Coaches are to select a player from the opposite team to receive the MVP points from that game. Both names will be put on the result cards. (eg: The coach from the winning team will select a player from the losing team and the coach from the losing team will select a player from the winning team.)



LITTLE LEAGUE RULES

CLOTHING & EQUIPMENT

LL.1 The clothing and equipment requirements are as follows:

Shoes: ABF rules in Little League tournaments shall apply: only shoes with flexible soft tops or rubber or synthetic dimple type soles can be worn.

Bat: Baseball bats may be wood, aluminum, ceramic or carbon graphite and must not be altered in any way. In accordance with IBA rules, 115dB will be the sound emission limit standards for non-wood bats.

The maximum allowable weight differential is a **-11** weight differential.

Before each game the umpire may inspect all bats to ensure they are legal. Any illegal bat will be removed, and if used for play immediately beforehand, the play will be nullified.

If an illegal bat is used after being identified by the umpire, the team manager will be removed from the game.

PLAYING RULES

LL.2 In the event of a dropped 3rd strike the batter is automatically out and the ball remains alive.

LL.3 The pitching and catching restrictions are as specified in the Matrix.

LL.4 Base runners shall not leave the base until the pitch crosses the front of home plate.
Penalty: The offending base runner is out. The ball is dead, and all other base runners return to the last base they were entitled to.

PLAYER PARTICIPATION

LL.5 All players must be in the field for a minimum of **40%** of defensive outs available to their team during the round games.

PITCHERS

LL.6 Field Managers and Coaches must ensure that any player who pitches during the Junior Championship must comply with the pitching restrictions and rest periods specified in the Matrix and the catching and pitching restriction rules set out above.

LL.7 A pitcher, once removed from the mound, may not pitch again in that game.

LL.8 Each game in which a player pitches is considered one (1) assignment.

LL.9 The official scorer shall notify the plate umpire when a pitcher is ten (10) pitches of a minor, a substantial or a major. The plate umpire will then notify the fielding side's Manager.

LL.10 A player who has reached the pitching limits specified in the Matrix is required to complete the required rest period as specified in the Matrix before playing again. The definition of a day's rest means 1 full calendar day after the day on which the player pitched.

CATCHERS

- LL.11** Managers and Coaches must ensure that any player who plays as catcher during the Junior Championship must comply with the catching restrictions and rest periods specified in the Matrix.

BREACHES

- LL.12** The following penalties will apply for breaches of the above rules:

- (a) A breach of rule LL5: the Association will be fined \$30.00 per offending player and the team will lose 4 Championship points.
- (b) A breach of rules LL.7 – the offending team will lose the game.
- (c) An intentional breach of Rules LL.6 ,LL.10, LL.11, R17, R18 or R19:
 - The Field Manager shall not be allowed to accompany the team, coach or assist the team for the next team game; and
 - The points for two (2) wins will be deducted from the team's Championship total; and
 - A \$100.00 fine will be imposed on that Association.
- (d) An accidental breach of Rules LL.6, LL.10, LL.11, R17, R18 or R19:
 - The Field Manager shall not be allowed to accompany the team, coach or assist for the next team game. Any second or subsequent accidental breach of rule LL.9 will result in the Field Manager being removed for the remainder of the Championship and the points for two (2) wins will be deducted from the team's Championship total and a \$100 fine will be imposed on the Association.

M.V.P. POINTS

- LL.13** Both Coaches are to select a player from the opposite team to receive the MVP points from that game. Both names will be put on the result cards. (eg: The coach from the winning team will select a player from the losing team and the coach from the losing team will select a player from the winning team.)

LITTLE LEAGUE CHARTER

- LL.14** In the event the Little League division becomes a Little League chartered competition then the Rules of Little League International shall apply and take precedence to these Rules.

JUNIOR LEAGUE RULES

CLOTHING & EQUIPMENT

JL .1 The clothing and equipment requirements are as follows:

Shoes: ABF rules Junior League tournaments shall apply: only shoes with flexible soft tops or rubber or synthetic dimple type soles can be worn.

Bat: Baseball bats may be wood, aluminum, ceramic or carbon graphite and must not be altered in any way. In accordance with IBA rules, 115dB will be the sound emission limit standards for non-wood bats.

The maximum allowable weight differential is **-5..**

Before each game the umpire may inspect all bats to ensure they are legal. Any illegal bat will be removed, and if used for play immediately beforehand, the play will be nullified.

If an illegal bat is used after being identified by the umpire, the Manager will be removed from the game.

PLAYING RULES

JL.2 In the event of a dropped 3rd strike the batter is automatically out and the ball remains alive.

JL.3 The pitching and catching restrictions are as specified in the Matrix.

PLAYER PARTICIPATION

JL.4 All players must be in the field for a minimum of **40%** of defensive outs available to their team during the round games.

PITCHERS

JL.5 Managers and Coaches must ensure that any player who pitches during the Junior Championship must comply with the pitching restrictions and rest periods specified in the Matrix.

JL.6 A pitcher, once removed from the mound, may not pitch again in that game.

JL.7 Each game in which a player pitches is considered one (1) assignment.

JL.8 The official scorer shall notify the plate umpire when a pitcher is ten (10) pitches of a minor, a substantial or a major. The plate umpire will then notify the fielding side's Manager.

JL.9 A player who has reached the pitching limits specified in the Matrix is required to complete the required period of rest as specified in the Matrix before playing again. The definition of a day's rest means 1 full calendar day after the day on which the player pitched.

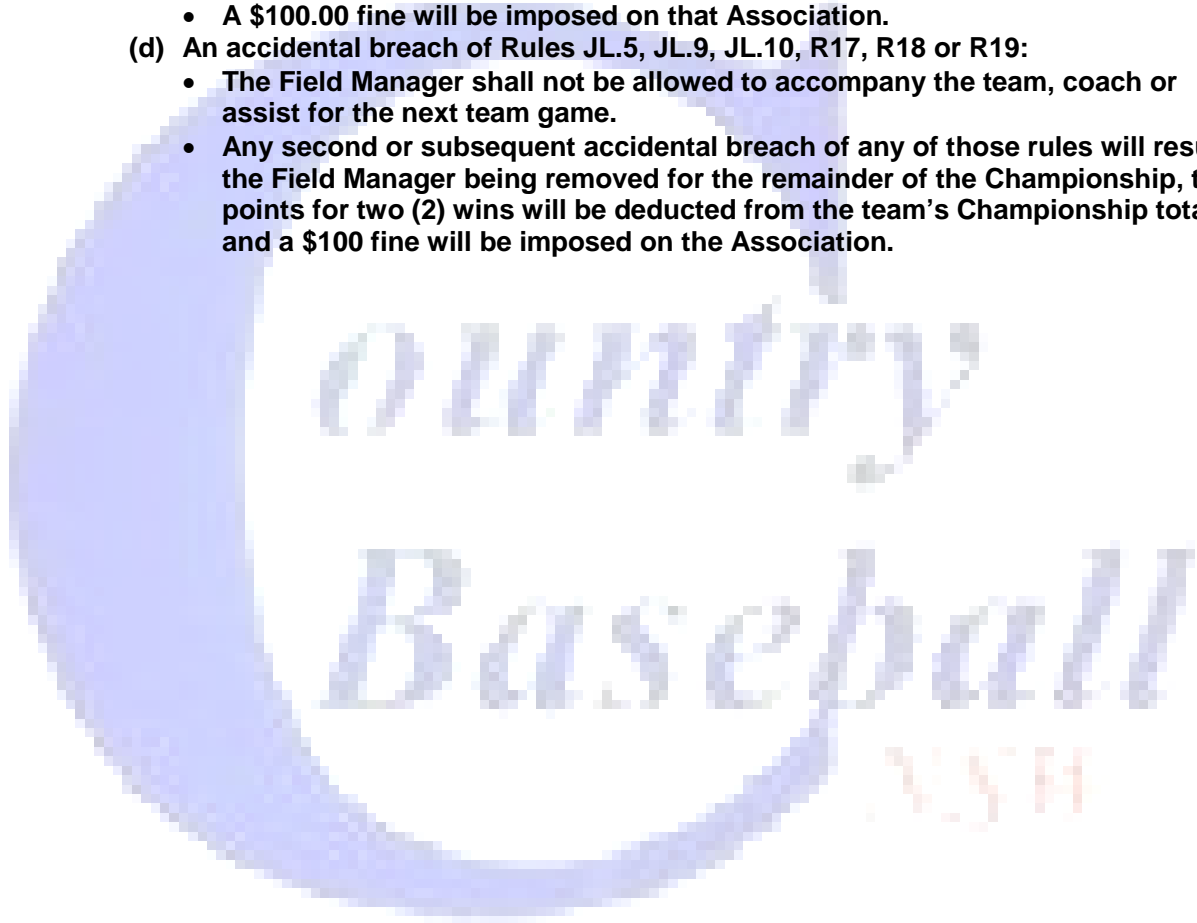
CATCHERS

JL.10 Managers and Coaches must ensure that any player who plays as catcher during the Junior Championship must comply with the catching restrictions and rest periods specified in the Matrix.

BREACHES

JL.11 The following penalties will apply for breaches of the above rules:

- (a) A breach of Rule JL.4: the Association will be fined \$30.00 per offending player and the team will lose 4 Championship points.
- (b) A breach of rule JL.6 – the offending team will lose the game.
- (c) An intentional breach of Rules JL.5, JL.9, JL.10, R17, R18 or R19:
 - The Manager shall not be allowed to accompany the team, coach or assist the team for the next team game; and
 - The points for two (2) wins will be deducted from the team's Championship total; and
 - A \$100.00 fine will be imposed on that Association.
- (d) An accidental breach of Rules JL.5, JL.9, JL.10, R17, R18 or R19:
 - The Field Manager shall not be allowed to accompany the team, coach or assist for the next team game.
 - Any second or subsequent accidental breach of any of those rules will result in the Field Manager being removed for the remainder of the Championship, the points for two (2) wins will be deducted from the team's Championship total and a \$100 fine will be imposed on the Association.



SENIOR LEAGUE RULES

CLOTHING & EQUIPMENT

SL.1 The clothing and equipment requirements are as follows:

Shoes: In the Senior League division the use of nylon and rubber stopped soles is permitted and metal cleats can also be worn.

Host Associations may make further restrictions on footwear to protect artificial surfaces or to meet local ordinance conditions.

Host Associations conducting the Junior Championship who have special footwear requirements must notify all competing Associations of their requirements 1 month before the Championship.

Bats: Baseball bats may be wood, aluminum, ceramic or carbon graphite and must not be altered in any way. In accordance with IBA rules, 115dB will be the sound emission limit standards for non-wood bats.

The maximum allowable weight differential is **-3..**

Before each game the umpire may inspect all bats to ensure they are legal. Any illegal bat will be removed, and if used for play immediately beforehand, the play will be nullified.

If an illegal bat is used after being identified by the umpire, the Manager will be removed from the game.

PLAYING RULES

SL.2 The pitching and catching restrictions are as specified in the Matrix.

PLAYER PARTICIPATION

SL.3 All players must be in the field for a minimum of **40%** of defensive outs available to their team during the round games.

PITCHERS

SL.4 Field Managers and Coaches must ensure that any player who pitches during the Junior Championship must comply with the pitching restrictions and rest periods specified in the Matrix.

SL.5 A pitcher, once removed from the mound, may not pitch again in that game.

SL.6 Each game in which a player pitches is considered one (1) assignment.

SL.7 The official scorer shall notify the plate umpire when a pitcher is ten (10) pitches of a minor, a substantial or a major. The plate umpire will then notify the fielding side's Manager.

SL.8 A player who has reached the pitching limits specified in the Matrix is required to complete the required period of rest as specified in the Matrix before playing again. The definition of a day's rest means 1 full calendar day after the day on which the player pitched.

CATCHERS

- SL.9** Managers and Coaches must ensure that any player who plays as catcher during the Junior Championship must comply with the catching restrictions and rest periods specified in the Matrix.

BREACHES

- SL.14** The following penalties will apply for breaches of the above rules:

- (a) A breach of Rule SL.3: the Association will be fined \$30.00 per offending player and the team will lose 4 Championship points.
- (b) A breach of rule SL.5 – the offending team will lose the game.
- (c) An intentional breach of Rules SL.4 or SL.8, SL9, R17, R18 or R19:
 - The Manager shall not be allowed to accompany the team, coach or assist the team for the next team game; and
 - The points for two (2) wins will be deducted from the team's Championship total; and
 - A \$100.00 fine will be imposed on that Association.
- (d) An accidental breach of Rules SL.4 or SL.8, SL9, R17, R18 or R19:
 - The Manager shall not be allowed to accompany the team, coach or assist for the next team game.
 - Any second or subsequent accidental breach of such rules will result in the Manager being removed for the remainder of the Championship, the points for two (2) wins will be deducted from the team's Championship total and a \$100 fine will be imposed on the Association.

BIG LEAGUE RULES

CLOTHING & EQUIPMENT

BL.1 The clothing and equipment requirements are as follows:

Shoes: In the Big League division the use of nylon and rubber stopped soles is permitted and metal cleats can also be worn.

Host Associations may make further restrictions on footwear to protect artificial surfaces or to meet local ordinance conditions.

Host Associations conducting the Junior Championship who have special footwear requirements must notify all competing Associations of their requirements 1 month before the Championship.

Bats: Baseball bats must be wood or wood composite/laminated as approved by the ABF and/or IBAF and must not be altered in any way.

The maximum allowable weight differential is **-3..**

Before each game the umpire may inspect all bats to ensure they are legal. Any illegal bat will be removed, and if used for play immediately beforehand, the play will be nullified.

If an illegal bat is used after being identified by the umpire, the Manager will be removed from the game.

PLAYING RULES

BL.2 The pitching and catching restrictions are as specified in the Matrix.

PLAYER PARTICIPATION

BL.3 All players must be in the field for a minimum of **40%** of defensive outs available to their team during the round games.

PITCHERS

BL.4 Managers and Coaches must ensure that any player who pitches during the Junior Championship must comply with the pitching restrictions and rest periods specified in the Matrix.

BL.5 A pitcher, once removed from the mound, may not pitch again in that game.

BL.6 Each game in which a player pitches is considered one (1) assignment.

BL.7 The official scorer shall notify the plate umpire when a pitcher is ten (10) pitches of a minor, a substantial or a major. The plate umpire will then notify the fielding side's Manager.

BL.8 A player who has reached the pitching limits specified in the Matrix is required to complete the required period of rest as specified in the Matrix before playing again. The definition of a day's rest means 1 full calendar day after the day on which the player pitched

CATCHERS

BL.9 Managers and Coaches must ensure that any player who plays as catcher during the Junior Championship must comply with the catching restrictions and rest periods specified in the Matrix.

BREACHES

BL.10 The following penalties will apply for breaches of the above rules:

- (a) A breach of Rule BL.3: the Association will be fined \$30.00 per offending player and the team will lose 4 Championship points.
- (b) A breach of rule BL.5: – the offending team will lose the game
- (c) An intentional breach of Rules BL.4, BL.8, BL9, R17, R18 or R19:
 - The Manager shall not be allowed to accompany the team, coach or assist the team for the next team game; and
 - The points for two (2) wins will be deducted from the team's Championship total; and
 - A \$100.00 fine will be imposed on that Association.
- (d) An accidental breach of Rules BL.4, BL.8, BL9, R17, R18 or R19:
 - The Manager shall not be allowed to accompany the team, coach or assist for the next team game.
 - Any second or subsequent accidental breach of such rules will result in the Manager being removed for the remainder of the Championship, the points for two (2) wins will be deducted from the team's Championship total and a \$100 fine will be imposed on the Association.

SENIORS CHAMPIONSHIP RULES

CLOTHING & EQUIPMENT

SNR.1 The clothing and equipment requirements in Seniors is as follows:

Shoes: In Senior tournaments the use of nylon and rubber stopped soles is permitted and metal cleats can be worn.

Host Associations may make further restrictions on footwear to protect artificial surfaces or to meet local ordinance conditions.

Host Associations conducting tournaments where there are special footwear requirements must notify all competing Associations of their requirements by 01 May.

Bats: **A & B Division**

Baseball bats must be wood or wood composite/laminated as approved by the ABF and/or IBAF.

Before each game the umpire may inspect all bats to ensure they are legal. Any illegal bat will be removed, and if used for play immediately beforehand, the play will be nullified. If used after being identified by the umpire, the coach will be removed from the game.

Senior League and Women players participating in B Division games are permitted to use which ever bats they are permitted to use at the next level of their representation. i.e. if an Senior League Country team is playing in B Division their players may use their age groups bats. If female players are playing in B Division they may use their age appropriate bats.

PLAYING RULES

SNR.2 **The pitching and catching restrictions are as set out in the Matrix.** Any Junior player playing in seniors shall still be subject to the pitching and catching restrictions for their age group. **The penalties for a breach of each age group's rules also applies to any breach.**

SNR.3 Specific rules not covered in this supplement shall be as per the Official Baseball Rules.

SNR.4 Junior Players require the permission of the CLSC (refer Rule G.15) before participating in the senior Championship.

SNR.5 Pitchers may come from the field but will not receive extra warm up pitchers, Junior Pitchers must come from the bench or change of innings and are subject to the other restrictions in these Rules which apply to their age groups.

TEAM GRADING

SNR.6 Grading of teams will be determined by an "In the interest of Baseball" philosophy by the CLSC in its absolute discretion..

BREACHES

SNR.7

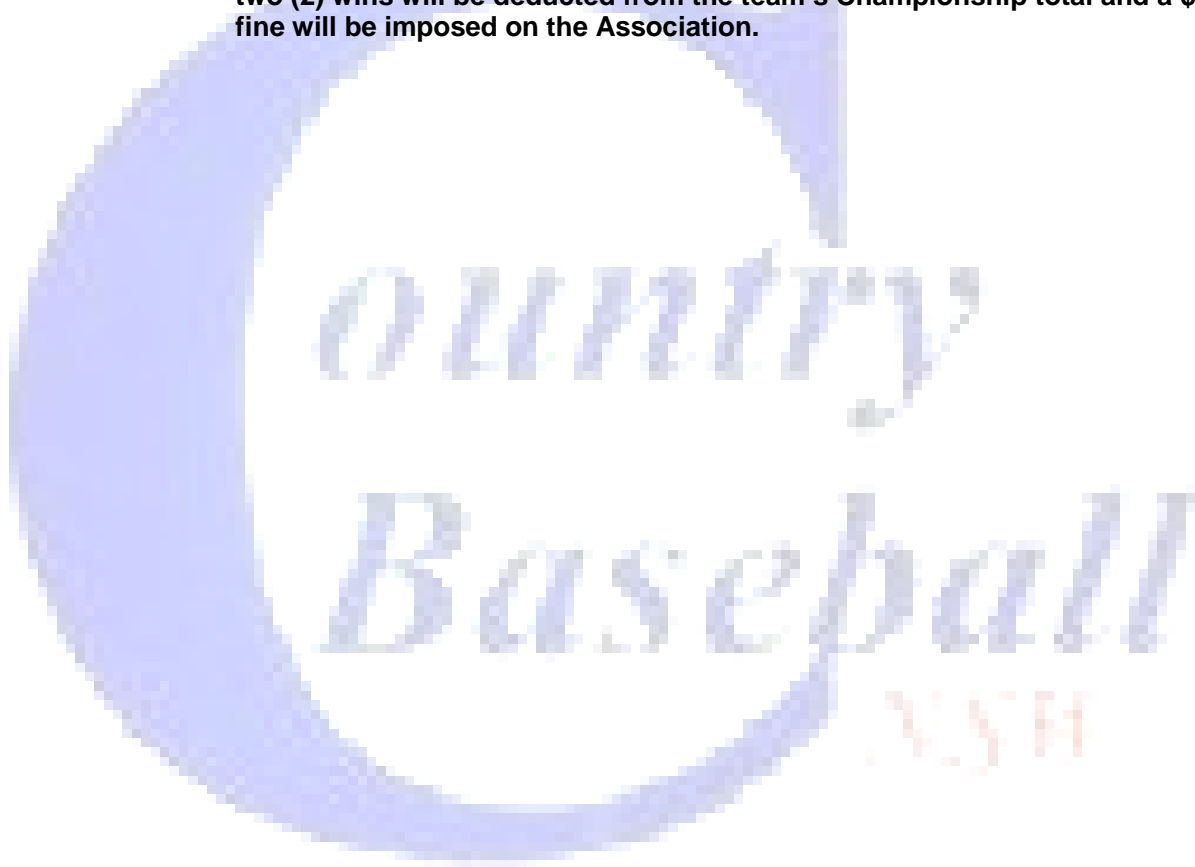
The following penalties will apply for breaches of the above rules:

(a) .an intentional breach of Rules SNR.2, SNR.4, SNR.5, R17, R18 or R19:

- The Manager shall not be allowed to accompany the team, coach or assist the team for the next team game; and
- The points for two (2) wins will be deducted from the team's Championship total; and
- A \$100.00 fine will be imposed on that Association.

(b) An accidental breach of Rules SNR.2, SNR.4, SNR.5, R17, R18 or R19:

- The Manager shall not be allowed to accompany the team, coach or assist for the next team game.
- Any second or subsequent accidental breach of such rules will result in the Manager being removed for the remainder of the Championship, the points for two (2) wins will be deducted from the team's Championship total and a \$100 fine will be imposed on the Association.



THE MATRIX

Rule / Specification	Zooka	Little League	Junior League	Senior League	Big League	A & B seniors	U/23 Women	Women
Squad members min	14	12	14	14	14	14	14	14
Squad members max	16	14	19	19	19	19	19	19
Duration (or time as spec)	7 inn (90 mins)	6 inn (1.45 hours)	6 inn (2 hours)	7 inn (2 hours)	7 inn (2 hours)	7 inn/2 hours (B) 9 innings or 2.5 hours (A)	7 inn	7 inn
Pitch assign – minor	n/a	1-30	1-30	1-30	1-39	n/a		
Pitch assign – substantial	n/a	31 - 45	31-50	31-55	40-60	n/a		
Pitch assign – major	n/a	46 - 60	51- 70	56-75	61-80	n/a		
Pitch max per game	n/a	60	70	75	80	130		
Pitch max per Championship	n/a	80	100	120	140	200		
Max pitch assign per Championship	n/a	3	3	3	3	n/a		
Catch max per day	1 game/day	2 games/day	2 games/day	2 games/day	2 games/day	n/a		
Catch max per Championships	50%games	66% games	66% games	66% games	66% games	n/a		
Base Path distances	60 ft	60 ft	80 ft	90 ft	90 ft	90 ft	90 ft	90 ft
Pitching Distances	46 ft	46 ft	54 ft	60 ft 6 in	60 ft 6 in	60 ft 6 in	60 ft 6 in	60 ft 6 in
Home Run distance at foul line	200ft	200ft	250ft	275ft	275ft	275ft	275ft	275ft
Home Run distance at c/f	246ft	225ft	304ft	320ft	320ft	320ft	320ft	320ft
Designated Hitter rule	n/a	no	no	no	yes	yes	yes	yes
Mercy Rule runs/def innings			15 / 3	15 / 3	20 / 3	20 / 3	20 / 3	20 / 3
cont	20 / 5	10 / 4	10 / 4	10 / 5	10/5	15 / 5	15 / 4	
cont					10 / 7	10 / 7	10 / 5	
Inclement weather minimum game duration	3 inn – 50% of game time	4 inn or 1 hr	4 inn or 1 hr	4 inn or 1 hr	4 inn or 1 hr	4 inn or 1 hr	4 inn or 1 hr	4 inn or 1 hour