



NEWCASTLE BASEBALL ASSOCIATION

JUNIOR COMPETITION GUIDELINES

Introduction

The following guidelines are designed by the NBA to achieve the following goals for junior baseball in Newcastle:

- *To ensure that the competition is managed professionally and to provide participants with a fair, fun and organised playing experience*
- *To provide a fair and un-biased representative selection process for all athletes*
- *To provide an effective pathway for those athletes looking for higher representative honours*

All guidelines listed herein are in no way to contradict the rules and directives of the NBA constitution or by-laws. Any guidelines seen to be in direct conflict with the rules of the NBA may be removed by the NBA without notice.

These guidelines form part of the NBA By-Laws and will be used in conjunction with these by-laws to govern Junior Baseball in Newcastle.

1. Creating and Altering Guidelines

- 1.1. Guideline alterations or additions may be made at any management meeting of the NBA
- 1.2. Guideline alterations or additions may be requested by any club in writing to the NBA.
- 1.3. A guideline alteration or addition request by any club may only be forwarded to the NBA for consideration if it has satisfied the following:

The new or altered guideline has been forwarded to all clubs, through their secretaries, for consideration 2 weeks prior to a scheduled meeting of the NBA.

The NBA will discuss the proposed guideline alteration and make a final decision. The NBA may choose to delay the implementation of a requested by-law if it is deemed to be in contradiction to the goals listed in the introduction.

2. Competition Structure and Club Registration

- 2.1. The NBA will define the competition structure annually and review game times to best suite the upcoming season
- 2.2. The NBA will determine the structure for the upcoming season as early as is practical after the 1st January each year and notify the clubs in writing.

TBall / Zooka – Sunday – 9:30am – 11:00am
Little League – Sunday – 9:15am – 11:00am
Junior League – Saturday – 9:30am – 11:30am
Senior League – Saturday – 9:30am -11:30am

- 2.3. Once notified, clubs are to nominate their teams for the upcoming season by registering their club and submitting their team entries no later than designated nomination date. Team nominations are to be sent to the Secretary at, secretary@newcastlebaseball.org.au.
- 2.4. Clubs are to register all players into the IMG prior to the season start date or prior to participating in any competition games
- 2.5. No player may participate in a game of baseball, Zooka or tee ball that has not been registered on IMG site.
- 2.6. All competition games shall be played in accordance with the Rules of Baseball as recognised in NSW except where a specific local guideline or rule applies

3. Coaches, Teams and Gradings

- 3.1. To participate in the upcoming season, clubs are to satisfy the following coaching criteria:
 - 3.1.1. All clubs participating in the NBA Junior Competition shall nominate a Club Coach who has a minimum **Level 3 accreditation**. The club coach will oversee progress of team coaches, implement and participate in coaching programs set down by the association and may be requested by the NBA to assist in player assessment.
 - 3.1.2. Head Coaches of each club team must have at least a Level 3 Coaching Accreditation.

- 3.1.3. Clubs are to inform the NBA Board of the club coach selected and the names of all nominated teams for the upcoming competition and their current coaching accreditation level prior to the first game of the season
- 3.1.4. Individual clubs shall arrange for all coaches to complete the appropriate 'working with children' checks
- 3.1.5. Non accredited coaches are encouraged to attend the next available coaching course to attain a relevant coaching accreditation level for the team they are coaching

- 3.2. The maximum number of players that may be registered in a team is FOURTEEN

- 3.3. To participate in the upcoming season, all registered players must satisfy the following criteria:
 - 3.3.1. All players must be registered as a member of the relevant club prior to participating in any games
 - 3.3.2. Players who are being registered for the first time must show their birth certificate to their Club. The NBA Board, if it so desires, can request the Club to produce a birth certificate (or similar proof of age) for any junior member of that Club
 - 3.3.3. Any club wishing to register a junior player who has played with a previous club (in the NBA) must obtain a clearance from the players former Club.
 - 3.3.4. No Club has the right to refuse to clear a junior member so long as the player owes no outstanding monies and has no uniform or equipment that belongs to the club
 - 3.3.5. The NBA reserves the right to refuse the transfer of a junior player if it feels that such a transfer is not in the best interests of junior baseball in Newcastle.
Clubs wishing to register additional players after the season starts must register their player by the Friday night prior to the first game the player is to participate in. Notification at the time of registration is to be forwarded to the NBA secretary that the new player is being added

- 3.4. Players participating in all NBA Junior competitions will be subject to the following grading rules:
 - 3.4.1. A player's "league age" is defined based on their date of birth for TBall, Zooka, Little League, Junior League and Senior League Refer to the attached Age Matrix (Attachment 2) for the classification on age requirements.
 - 3.4.2. A junior player may register in their league if a player wishes to play out of their league, they must apply to the NBA Board in writing. FR-006 – Junior Player Re-grade Form – this may be forwarded to BNSW for a final decision
 - 3.4.3. A female player in the first year of a particular age group may apply on the above prescribed form to the NBA Board for consideration to play in another league
 - 3.4.4. A player with a disability and/or special needs may apply on the above prescribed form to the NBA Board for consideration to play in another league
 - 3.4.5. Players may be exchanged between teams within a club in the same age group for the first 5 games to allow grading of players
 - 3.4.6. To qualify for Semi Finals, Finals & Grand Finals a player must participate in at least one third of the competition games in competition.
 - 3.4.7. A player registered in one age group CANNOT play in any other younger age league at anytime during the season, without permission from the NBA Board.
 - 3.4.8. No child (other than those previously stated) shall be allowed a re-grade to a lower age group
 - 3.4.9. No junior player that is not eligible for Senior League (refer to Appendix 2 - NBA Junior Age Matrix) may register for or play Senior Baseball without written approval of NBA Board

4. Grounds and Fixtures

- 4.1. A club will notify the NBA Board of the ground it is making available for use when the club registers its intent to play in the upcoming competition
- 4.2. A club must notify the NBA Secretary within twenty four (24) hours if it becomes aware of any dates or times when their nominated ground may potentially be unavailable during the season
- 4.3. When creating the fixtures for the upcoming season, the Juniors will work in conjunction with the Seniors to ensure that no clashes with the senior draw occur, that grounds are available for all scheduled rounds and that clubs are able to support the usage of both competitions
- 4.4. Clubs providing a ground to the NBA to hold junior games are required to provide the following:
 - 4.4.1. All grounds should be adequately prepared; bases and plates are to be supplied by the Club responsible for that ground, regardless of whether their own teams are playing at the ground
 - 4.4.2. A safety assessment is to be carried out and all potential safety concerns are to be address prior to the commencement of warm up

- 4.4.3. Running (drinkable) water or bottled water must be available (bottled water may be charged for, but in the event of a medical requirement for water clubs must be prepared to provide water free of charge)
- 4.4.4. First aid kit and adequately trained 1st aid personnel available
- 4.4.5. Ice or medical cold packs
- 4.5. Canteen takings and the right to fund raise remain the right of the club who provide the venue at all rounds during the regular season
- 4.5.1. The NBA may request to fund raise at venues during the regular season but may not proceed without the permission of the club hosting the fixture
- 4.6. Fixtures may be cancelled using the following methods:
 - 4.6.1. The NBA may cancel a fixture or remove a fixture from a venue and transfer it to an alternative venue with the holding of a vote at a general meeting, or an unanimous decision of the executive members up until 8pm Thursday prior to the fixture commencing
 - 4.6.2. A fixture may be cancelled after Thursday 8pm by the club nominated grounds representative, only in the event that the ground is unsuitable for use due to being in an unplayable condition and dangerous for participants, or if the ground is in such a state that to use it would render the surface extensively damaged
 - 4.6.3. A fixture may be declared abandoned 15 minutes after the scheduled game time by the umpires in the event that a) the umpires have identified a safety risk that is not rectified satisfactorily, b) the ground is insufficiently set up or c) rain has commenced and it is the umpires opinion that the ground is no longer suitable to be used
 - 4.6.4. In the case of a transferred game the club receiving the transfer is responsible for the ground set up
- 4.7. The following is required to declare a ground washed out:
 - 4.7.1. The club delegate responsible must log onto the NBA web site wash out page no earlier than 6pm the night prior and no later than 7am the morning of the fixture and update the ground status.
 - 4.7.2. Also the club should notify the NBA to make this available on the FACEBOOK page.
 - 4.7.3. It is a courtesy, but not mandatory, to notify the opposition club secretary of a rain out via phone or text message on the morning of the games

5. Grounds and Fixtures - Finals Series

Grounds available for finals are to be made known to the NBA at the appropriate meeting prior to the finals draw being created

- 5.1. If a ground where a semi final or final is to be played:
 - 5.1.1. is unplayable or an alternative venue is unable to be found then the game is to be declared a wash out
 - 5.1.2. is already decided as unplayable for the weekend an alternative venue can be sought to hold the games on the same scheduled weekend, if a suitable venue cannot be located it will be declared a wash out
 - 5.1.3. In the event that it is declared a wash out for Semi Finals and Finals, the team placed highest at the end of the regular season will pass through to the next round in the series
- 5.2. If a ground where a Grand Final is to be played:
 - 5.2.1. is already decided as unplayable for the weekend an alternative venue can be sought to hold the games on the same scheduled weekend
 - 5.2.2. is unplayable or an alternative venue is unable to be found then the game may be postponed by the NBA if a suitable venue can be found the following weekend
 - 5.2.3. is unplayable, and an alternative venue is unable to be found and a postponement is not possible then the game is to be declared a wash out
 - 5.2.4. In the event that a ground is declared a wash out for the Grand Final then both teams will be declared joint premiers

6. Playing Rules

- 6.1. No team is to take to the field without an accredited coach or a responsible person appointed by the club in charge
- 6.2. Only registered players / coaches are allowed, on the field and in the dugout
- 6.3. Each team shall have at least seven players to commence a game. If either team does not have sufficient players ready to take the field within ten minutes of the set starting time, that team shall be deemed to have forfeited. If both teams forfeit, no points will be given

- 6.4. Any of the nine starting players may withdraw and re-enter the game ONCE, provided that such player occupies the same place in the batting order. The player who substitutes, must play at least six outs in defense, and bat at least once.
- 6.5. Regular Season Game times:
 - 6.5.1. TBall - 1.5hours duration
 - 6.5.2. Zooka - 1.5 hours duration
 - 6.5.3. Little League Major - 1.75 hours duration or 5 innings whichever comes first
 - 6.5.4. Junior League - 2 hours duration or 7 innings whichever comes first
 - 6.5.5. Senior League - 2 hours duration or 7 innings whichever comes first
- 6.6. Games shall be called when their time has elapsed regardless of the game situation or starting time; except if a batter has started his / her turn at bat, and then this must be completed. If the bottom of the innings is in progress when game is called and the team batting in the bottom half has scored runs that put their team equal or in front, that innings will be regarded as being complete, there will be no need to declare the innings closed.
- 6.7. No designated hitters shall be used
- 6.8. Coaches shall utilise the declaration rule in situations where one team is appreciably stronger than their opponent. A batting team may "DECLARE" its batting innings closed at any time, thereby signifying an end to their half of the innings. This may be done during a game by either team. (This prevents the need for three outs to be made to complete an innings)
- 6.9. Once a team has a lead in excess of seven (7) runs coaches for the side in front must stop stealing. The team behind in runs may continue to steal until equal innings, for both teams, has been completed. If a player steals the umpire will send the runner back to the base occupied before the pitch, explain why and issue a warning to the coach. If the runner steals again they will be called out
- 6.10. ***If a team has less than nine (9) players, those players will bat through the order. There will be no automatic outs in any junior age groups.***

7. Playing Rules - Battery

- 7.1. Irrespective of the league that a player participates in, that player, being a pitcher or catcher must abide by their league age competition requirements – ignorance to this rule is an adequate defence
- 7.2. Representative commitments other than local tournaments shall be under the direction of the NBA Board.
- 7.3. If a no pitch is declared by an umpire it is not counted towards the pitcher's pitch count
- 7.4. A "balk" called by an umpire where the ball is thrown to the batter is counted towards the pitcher's pitch count
- 7.5. ***The scorer shall advise the umpire and the appropriate coach when the pitcher's pitch count is 10 short of their maximum number of pitches***
- 7.6. The penalty for a pitcher being "over-pitched" or a catcher "over-caught" will be discussed on a case by case basis by the NBA Board.
- 7.7. Refer to Specific League rules and Junior Rules Summary to observe pitching and catching restrictions
- 7.8. ***Junior pitchers participating in Senior Games must abide by pitch limits and rest periods as stated in the NBA Junior Player Protection Requirement (RS-012)***

8. Season End and Finals Series

- 8.1. Once the number of teams in each league have been finalised the clubs shall be notified of the format for the final series
- 8.2. Joint Minor Premiers will be declared if one or more teams finish the preliminary rounds on the same point score
- 8.3. In the event of a tied result when Semi Final positions are being calculated head to head results will be used to decide the higher position. If head to head results are equal then "runs against" on those head to head games will be enforced. If still equal a similar method will be used against the team finishing above in the order of finishing unless deciding 1st/2nd when the team finishing below will be used
- 8.4. For Semi Finals, Finals and Grand Final; if the top of an inning is completed before game time has elapsed the bottom of the innings must be finished for a result, even if this carries the game time past the scheduled game time. However, if the home team is more than 5 runs behind the inning will not commence.
- 8.5. If a tie occurs during the Semis or Finals the team that finished on the highest points on the competition ladder will advance

- 8.6. For Semis and Finals the team finishing higher on the point score shall occupy 3rd base dugout and field first. The team going straight through to the Grand Final shall occupy 3rd base dugout in the Grand Final
- 8.7. If a tie occurs in the Grand Final for Little League then joint Premiers shall be declared. For Junior League and Senior League, should a tie occur at the end of the normal time/innings then one (1) extra innings shall be played (runners will be placed on 1st and 2nd to start the inning – the last two batters in the order will fill those positions). If this also results in a tie then Joint Premiers shall be declared

9. Protests / Judiciary

- 9.1 Any Club wishing to protest on the result of any competition game, or any incident or procedure during the game, shall lodge such protest as stipulated in the NBA By-Laws
 - 9.1.1. Protests may be resolved by the NBA, or may be forwarded to the NBA Junior Chairman for adjudication
 - 9.1.2. All decisions made by the NBA Board are final
- 9.2 Any players, coaches or parents cited at any junior games will follow the processes identified in the NBA By-Laws or as decided by the NBA Board

10. Scorecards, Scorers, Results, Washouts and Draws

- 10.1. Results are to be entered into the Newcastle Baseball Web Site, by the home team, no later than 10pm on Sunday at the completion of a round. Verification of the box scores and team lists are to be made by the away team by Wednesday night at 7pm. Failure to verify box scores and team lists may result in a penalty
- 10.2. Junior score sheets are to be completed and forwarded to nbajuniorchairman@yahoo.com.au no later COB Tuesday. Box score results are still to be submitted for forfeits (9 to zero in favour of the non forfeiting team) and wash outs (Zero scores) by the home team – on the Newcastle Baseball website
- 10.3. If the plate umpire declares a game “washed out” during play, a result shall be recorded on the score at the end of the last completed innings, provided that the game was in progress for at least 45 minutes. If the game was in progress for less than 45 minutes, or if one inning is not completed at the time the game is washed out, then the result is a washout
- 10.4. Scorers from opposing teams shall sit together
- 10.5. Each “play” in the game shall be scored the same in both score books. If scorers fail to agree on a “play”, the “safe hit” shall be awarded and not the error
- 10.6. Club scorebooks may be requested to observe that player participation requirements are being adhered to.

11. Speed Up Rules

- 11.1. 30 Second pitch rule - The pitcher must begin his pitching action within 30 seconds of receiving the ball. This shall not apply if the batter is granted time to leave the batter’s box. If the pitcher violates this rule the umpire may call ball. If in the umpire’s opinion the pitcher intentionally violates the rule he may remove the pitcher and/or the manager/coach from the game. If the pitcher deliberately wastes time by throwing to bases the umpire shall call balk.
- 11.2. Time Limits Between Innings - The team taking the field after their third offensive out shall be ready to pitch to the batter within 60 seconds. If the batter is not ready to receive a pitch within 60 seconds the umpire may call a strike on the batter.
- 11.3. Limited Visits to Pitcher’s Mound - The catcher is permitted to make one visit per innings to the pitcher’s mound.
- 11.4. Limits on Warm-up Pitches - A pitcher entering the game to replace an injured reliever or ejected pitcher shall be permitted a minimum of 5 and maximum of 8 warm up pitches (or further if required). Pitchers are limited to 60 seconds warm up prior to the start of an innings.
- 11.5. Designated Runner for the Catcher - A catcher may participate offensively until there are two outs and he has reached first base, if on base he must be replaced by a designated runner from the team immediately the second out is achieved. If at bat he must be replaced once the play by which he gets on base is complete.

12. Definition of Ninth Batter Rule

- 12.1. Scorers shall notify the umpire when the ninth batter is at the plate
- 12.2. The results of the ninth batter’s at bat shall count. i.e. for loaded bases, walk awarded to 9th batter, run counts at home
- 12.3. If a passed ball (that goes dead) occurs on the 4th ball (walk), one (1) base is awarded to the batter and all occupied bases then play shall cease
- 12.4. The defending team can end the innings by making a third out or by making a play to a base

13. Rules Specific to TBall / Zooka

- 13.1 Game Day is: Sunday 9:30am – 11:00am
- 13.2 T Ball -- Base Paths – 13.72m (45ft) (Optional depending on skill level)
- 13.3 Zooka – Base Paths - 18.29m (60ft) (Optional depending on skill level)
- 13.4 Pitching Distance – Safe Distance from the Batter
- 13.5 All players field and hit; Bunting is not permitted.
- 13.6 Ball Size / Type – 8.5” Safety Ball
- 13.7 The objective of tee ball is the learning of basic skills in a fun and friendly team environment. All coaches and parents should support all children’s endeavors.
- 13.8 The base of the tee stand DOES NOT substitute as a home plate. A standard home plate must be placed in the correct position on the diamond. The stem of the tee is then positioned in front of the home plate
- 13.9 All batters and base-runners **must** wear a double-ear helmet
- 13.10 The batter shall take a set stance with their both feet parallel to the inside edge of home plate. Their back foot will not be permitted to be repositioned after “Play Ball” is called
- 13.11 Only shoes with flexible or moulded soles permitted. Metal cleats not allowed
- 13.12 A runner must wait until the ball is hit before leaving the base
- 13.13 When the last batter comes to the plate the coach shall notify both sides by loudly calling and signaling “last batter”
- 13.14 In Tball the pitcher and catcher **must** wear a double-ear helmet
- 13.15 In Zooka the catcher must wear the appropriate catcher’s gear and pitcher a double ear helmet.
- 13.16 In Tball the pitcher must stand with both feet on the pitching plate until the ball is hit
- 13.17 In Zooka the pitcher can stand next to the Zooka machine
- 13.18 Players should change fielding positions each innings
- 13.19 Fielders must be encouraged to throw the ball to make an out.
- 13.20 The umpire shall call “Time” as soon as an injury occurs (all play must immediately cease).
- 13.21 Zooka machine to be set at a speed that is appropriate for all players
- 13.22 We do not keep score in these age groups

14. Rules Specific to Little League

- 14.1 Game Day is: Sunday 9:15am – 11:00am (1 ¾ hrs or 5 innings)
- 14.2 Base Paths – 18.29m (60ft)
- 14.3 Pitching Distance – 14.02m (46ft)
- 14.4 Foul line Distance – 60.96m (200ft)
- 14.5 Centre Field Distance – 75m (246ft)
- 14.6 Minimum Game Participation – (6-11 Players - 6 outs and 1 at bat) (12-14 Players – 3 outs and 1 at bat)
- 14.7 Minimum Players for game – 6 / Maximum Players in a team - 14
- 14.8 Pitching Limits – 55 pitches or 3 innings, not including declared innings where no pitch is thrown. If the 55th pitch is thrown, the pitcher may continue to pitch to the same batter who received the 55th pitch, until that batter has finished his “at bat”. Where the pitcher is younger than 10 they will be restricted to 40 pitches; (Refer to Player Protection – Pitching)
- 14.9 Any breaking ball thrown by any pitcher in any situation shall be called a “ball” unless the ball is hit. The result of the hit shall be played out (breaking balls include curve balls and sliders)
- 14.10 Catching Limits – 3 innings per game – 6 per weekend (no limit for finals series)
- 14.11 All players in the team shall be placed on the score sheet in batting order including reserves and allowed to bat in that order, normal rules shall apply. Pitch counts and innings caught by the catchers must to be recorded.
- 14.12 Refer to Baseball NSW Bat Regulations 2018 for bat requirements – Appendix 4
- 14.13 The “9th batter rule” shall apply in all games
- 14.14 Ball Size / Type – 9”baseball
- 14.15 Base runners cannot leave the base until the ball reaches the batter -- If the ball is hit and as a result of the play the runner(s) are put out the play will stand
- 14.16 During all games one Coach is encouraged to stand on the field, outside the diamond, to advise his defensive team during play. That Coach must not take part in, or interfere with, any plays made by his side. Deliberate interference or participation by the Coach for his defensive team or against an offensive team will result in the coach being removed from the field.
- 14.17 The batter is out after the call of “strike three” whether the ball is caught or not
- 14.18 At the end of the season the top 2 teams will participate in a Championship Game to decide the overall winner
- 14.19 Until announced by the NBA Runners cannot advance bases by stealing or pass balls
- 14.20 Until announced by the NBA, any batter who earns a walk (four balls) will have a free hit from a tee. If there are runners on base they must remain where they are and play out the hit. The hitter and runners may only advance one (1) base in this situation.
- 14.21 During Gala Day games, all players except the pitcher / catcher must change positions every 2 innings of a game. It is encouraged that all players experience different positions throughout the season.
- 14.22 Until announced the by NBA the ONE THROW RULE will be implemented in this age group. This means when a throw is made to any base and the play has been attempted the ball becomes dead. For example; a play is made at first and the ball goes passed the first baseman the runners cannot advance to second. The same will apply for plays at second, third and home.
- 14.23 A designated runner for the cather must be used with 2 outs – a bench player must be utilised in the first instance and then the last player that got out
- 14.24 All batters and base runners must wear 2 eared helmets
- 14.25 Only shoes with flexible or moulded soles permitted. Metal cleats not allowed

14.26 Players born on or after September 1st 2007 and on or before August 31st 2008 can play Junior League, subject to the approval of the Club Coach.

15. Rules Specific to Junior League

- 15.1 Game Day is: Saturday – 9:30am – 11:30am (2hrs or 7 innings)
- 15.2 Base Paths – 24.38m (80ft)
- 15.3 Pitching Distance – 16.46m (54ft)
- 15.4 Foul line Distance – 76.2m (250ft)
- 15.5 Centre Field Distance – 92.66m (304ft)
- 15.6 Minimum Game Participation – (6-11 Players - 6 outs and 1 at bat) (12-14 Players – 3 outs and 1 at bat)
- 15.7 Minimum Players for game - 7
- 15.8 Maximum Players in a team - 14
- 15.9 Pitching Limits – 65 pitches or 3 innings, not including declared innings where no pitch is thrown. If the 65th pitch is thrown, the pitcher may continue to pitch to the same batter who received the 65th pitch, until that batter has finished his “at bat”.
- 15.10 Catching Limits – 4 innings per game – 8 per weekend (no restriction for finals series)
- 15.11 All players in the team shall be placed on the score sheet in batting order including reserves and allowed to bat in that order – during the finals series only 9 batters are required to bat
- 15.12 Refer to Baseball NSW Bat Regulations 2018 for bat requirements – Appendix 4
- 15.13 After six (6) runs cross the plate in an innings, that team will declare their innings closed. If five (5) runs have crossed the plate and the next batter hits a home run over the homerun fence then all runs will score from that hit. **This rule will not apply for Semi-finals, Finals and Grand Finals**
- 15.14 Ball Size / Type – 9”baseball
- 15.15 All Semis, Finals and Grand Finals shall be 2hrs. In the event of an incomplete bottom of an inning at time, the bottom must be completed for a result
- 15.16 No stealing on your opponent when you are 7 or more runs in front. The team behind in score may continue stealing until both teams have played equal innings.
- 15.17 A designated runner for the catcher must be used with 2 outs – a bench player must be utilised in the first instance and then the last player that got out
- 15.18 All batters and base runners must wear 2 eared helmets
- 15.19 Only shoes with flexible or moulded soles permitted. Metal cleats not allowed

- 15.20 Players born on or after September 1st 2005 and on or before August 31st 2004 can play Senior League, subject to the approval of the Club Coach.

16. Rules Specific to Senior League

- 16.1 Game Day is: Saturday – 9:30am – 11:30am (2 hrs or 7 innings)
- 16.2 Base Paths – 27.43m (90ft)
- 16.3 Pitching Distance – 18.44m (60ft 6inches)
- 16.4 Foul line Distance – Senior Dimensions
- 16.5 Centre Field Distance – Senior Dimensions
- 16.6 Minimum Game Participation – (6-11 Players - 6 outs and 1 at bat) (12-14 Players – 3 outs and 1 at bat)
- 16.7 Minimum Players for game - 7
- 16.8 Maximum Players in a team - 14
- 16.9 Pitching Limits – 75 pitches or 3 innings, not including declared innings where no pitch is thrown. If the 75th pitch is thrown, the pitcher may continue to pitch to the same batter who received the 75th pitch, until that batter has finished his “at bat”.
- 16.10 Catching Limits – no restrictions, however a Senior League player may not catch both junior & senior games on the same day
- 16.11 All players in the team shall be placed on the score sheet in batting order including reserves and allowed to bat in that order – during the finals series only 9 batters are required to bat
- 16.12 Refer to Baseball NSW Bat Regulations 2018 for bat requirements – Appendix 4
- 16.13 After six (6) runs cross the plate in an innings, that team will declare their innings closed. If five (5) runs have crossed the plate and the next batter hits a home run over the homerun fence then all runs will score from that hit. **This rule will not apply for Semi-finals, Finals and Grand Finals**
- 16.14 Ball Size / Type – 9”baseball
- 16.15 All Semis, Finals and Grand Finals shall be 2 ¼ hrs. In the event of an incomplete bottom of an inning at time, the bottom must be completed for a result. If the game is still tied 1 extra inning will be played in the Grand Final.
- 16.16 No stealing on your opponent when you are 7 or more runs in front. The team behind in score may continue stealing until both teams have played equal innings.
- 16.17 A designated runner for the catcher must be used with 2 outs – a bench player must be utilised in the first instance and then the last player that got out
- 16.18 All batters and base runners must wear 2 eared helmets
- 16.19 Only shoes with flexible or moulded soles permitted. Metal cleats not allowed
- 16.19 **Eligibility to Play Seniors:**
 - (Sept – Dec 2003) – No restrictions
 - (2004) – 4th / 5th / 6th Grade – must have NBA Board Permission to play 3rd grade
 - (Jan 2005 – April 6th 2005) – 5th / 6th grade – must have NBA Board Permission to play 4th grade

16. Injuries to Players

- 16.1. When a player is injured during the course of a game, time is to be called immediately. If the injury occurs to a player in the fielding side, runners may advance one base only from the base occupied when play commenced. The batter may advance to first base only. If the player is forced to leave the game, the player's position must be occupied by a fresh player who is currently on the bench. If no fresh players, then any player from the bench may be used.
- 16.2. If the injured player is the batter and the player is unable to continue, a substitute can be drawn from those fresh players currently on the bench; if no fresh players any player from the bench may be used. The substitute batter will continue the at bat from the strike/ball count currently on the injured batter unless granted first base when hit by a pitched ball.
- 16.3. The player removed from the game due to injury may return if within 20 minutes of leaving the game.
- 16.4. If a player leaves the game as a result of injury to a player who has previously played in the game may re-enter the game in the place of the injured player, providing no fresh players are available from the bench.

17. Selection of Representative Personnel

- 17.1. At the start of the year closing dates shall be set for applications and the NBA Board shall call for applications for Head Coaches and Assistant Coaches for representative teams. These applications must be in writing and forwarded to nbajuniorchairman@yahoo.com.au
- 17.2. Scorers and Executive Officers (EO) shall be selected once the team selections have been completed
- 17.3. If all applicants are deemed to be unsuitable by the NBA Junior Chairman, suitable people may be approached at the request of the NBA Board
- 17.4. If an appointed representative official vacates a position that position shall be declared vacant, applications called for and the NBA Board shall vote on a replacement
- 17.5. All representative Head Coaches and Assistant Coaches shall have at least the minimum Coaching Accreditation as prescribed by NSW Country League Standing Committee (CLSC)
- 17.6. Scorers shall have the minimum scorers accreditation required by the CLSC
- 17.7. Coaches, wherever possible, are not to be parents of potential players in the age group they are nominating for. If a non parent with suitable qualification is available they are to be selected over a parent
- 17.8. All coaches are to conduct themselves in a courteous and professional manner, suitable to represent the Newcastle Baseball Association. Applicants considered to be unsuitable due to a history of poor attitude in local competition, or at representative games, will not be considered
- 17.9. All representative positions shall become vacant at the completion of the season for which they were selected.

18. Representative Player Selections

- 18.1. Player selections will be carried out by the selected coaching staff for each representative team, using the following guidelines
 - 18.1.1. To be eligible for a representative team, a player must be registered and participating in NBA Junior Competition games. Participation in a minimum of 60% of the games his team has played is required. Proof of age must also be provided
 - 18.1.2. Selectors will view players at competition games and selection trials, and select a team with the number of players to meet the CLSC rules for the given age group, though official reserves may be selected
 - 18.1.3. Players must be age eligible per the current Little League International Age Matrix.
 - 18.1.4. All teams will be selected giving consideration to the following:
 - 18.1.4.1. Running speed
 - 18.1.4.2. batting ability
 - 18.1.4.3. fielding ability
 - 18.1.4.4. throwing ability
 - 18.1.4.5. personal attitude
 - 18.1.4.6. the needs of the team will always be considered ahead of the individual
- 18.2. Coaches are to keep relevant details on players to support their selections
- 18.3. Final selections are to be forwarded to the NBA Junior Chairman for ratification prior to announcing the final team
- 18.4. Coaches may be requested to attend a NBA meeting to justify their selections if required
- 18.5. At the discretion of the NBA Junior Chairman, a selection committee may be formed and all selections forwarded to the NBA Board for ratification

- 18.6. The NBA Board and / or NBA Junior Chairman has the right to refuse a player selection at their discretion
- 18.7. All Representative players and their parent/guardian(s) must read and sign the appropriate "Code of Conduct Form" before any representative commitments can be undertaken
- 18.8. Players who do not attend a reasonable number of training sessions may be dropped from the team on agreement of the coaching staff
- 18.9. When participating in representative competitions, players shall obey the directions of the Head Coach or his assistants during games and training sessions, and the directions of the EO at all other times
- 18.10. All representative players selected must nominate a responsible adult(s) to accompany them to all representative commitments including training sessions. This nominated person(s) must sign a parent/guardian Code of Conduct.
- 18.11. All players who are selected in a representative team shall complete their representative commitments or have a penalty imposed on them. Such penalty to be at the discretion of the NBA Board. The ABF Member Protection Policy procedures should be followed
- 18.12. Any player (or parent of a player) who, whilst at any representative training or event, acts in a manner contradictory to the Code of Conduct or who brings discredit to the team or the NBA, may result in the removal of the player from the team or squad

19. General

- 19.1. The official colours of the NBA will be a combination of white, cinnamon, green and black and will be may be used singularly or a combination of all colours for uniforms and merchandise.
 - 19.1.1. No affiliated club with teams participating in the NBA competitions are permitted to use an identical uniform to any NBA representative team uniform
 - 19.1.2. The logo of the NBA is not permitted to be used on any uniform or merchandise without the written permission of the NBA Board
 - 19.1.3. Each Club must register its colours with the NBA. No Club will be permitted to register colours already registered by another Club or the NJBL itself
 - 19.1.4. Clubs intending to alter their uniform must gain permission in writing from the NBA to wear the new uniforms in competition games. It is requested that an example of the new design or a detailed description of the pattern and colours is submitted prior to ordering
 - 19.1.5. The NBA reserves the right to accept or reject any application for registration of affiliation of any Club, team or player
 - 19.1.6. The NBA may adopt and endorse any suspension or disqualification imposed by any recognised body controlling amateur sport
 - 19.1.7. The NBA Board has the right to consider special circumstances with regard to these guidelines and to provide interpretation of any of these guidelines at their discretion. Changes / amendments can be made by the NBA Board at any time without notification, if it is deemed to be in the best interest of the junior competition.