



Newcastle Baseball Association Inc.

By-Laws

(JUNIOR EXTRACT)

*This document is for ease of
reference only.*

*The document shall be read in
conjunction with the complete NBA
By Laws.*



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Section 5 Junior Playing Rules

5.1 Eligibility for Senior Competition

Players must be a minimum 15 years old by the start of the season, to participate in the Senior Competition.

- (a) Exemptions may be requested, in writing, to the Baseball NSW Technical Committee prior to the commencement of the season. Such exemptions must be requested by the Club Secretary, via email to the NBA Secretary.

5.1.1 Grade Restrictions

Junior players in the “League Age 16” bracket will be eligible for the following grades only:

- (a) September to December Birthday – Can play any Grade
- (b) January to “Season Start Date” birthday – up to and including 3rd Grade

Exemptions may be requested in accordance with **By Law 5.1(a)**

5.1.2 Junior Commitments

Junior players must fulfill junior commitments prior to playing in the senior competition within the same round of fixtures.



5.2 Playing Restrictions

5.2.1 Pitching Limits

Junior players will be subjected to the following pitch count limits, totalled for the weekend (inclusive of junior and senior games), in accordance with the “NBA Junior Player Protection Requirements- Pitching” document.”

Table 5-1 –Junior Player Pitching Limits

	Little League	Junior League	Senior League	Under 18's
Minor	1-24	1-24	1-29	1-39
Substantial	25-44	25-54	30-64	40-74
Major	45-55	55-65	65-75	75-80
Innings Limit	3	3	3	-
Note: A Player younger than 10 yrs old shall not pitch more than 40 pitches				

- (a) A pitcher’s pitch count shall be calculated at the end of the batter.
 - (i) If a pitcher begins the batter with the pitch count in “Minor” or “Substantial” category, but pitches enough to extend into the next category, then they shall be adjudicated for the greater category and are subject to the restrictions described in **By Law 5.2.2.**
- (b) While not advised, a pitcher may extend past the maximum “Major” pitch limit for the sole purpose of completing the batter,
 - (i) The player must leave the game immediately at the completion of the batter
 - (ii) The Club will be required to provide evidence that the pitcher was removed from the game after exceeding the pitch limit to complete the batter, where requested
- (c) The Team’s Game Day Manager is solely responsible for managing the player pitch count and verifying against the official scorebook.
- (d) Junior players may not pitch and catch, in any order, in the same weekend.
- (e) Junior players pitching in the senior competition are not subject to innings limits but must abide by the pitch limits and rest periods.
- (f) In finals competition, Junior players will be subject to Pitch Counts limitations only. Innings Limits will not be applicable.

5.2.2 Completion of Pitching Assignment

Upon the completion of the pitching assignment, the following restrictions shall be placed upon the player, subject to the pitch category their final pitch count falls in.

5.2.2.1 *Minor*

- (a) No restrictions, other than **By Law 5.2.1(d)**

5.2.2.2 *Substantial*

- (a) The player must only play the following identified positions for the remainder of the game, in order of preference:



- (i) 1st Base,
- (ii) 2nd Base, or
- (iii) Left Field

5.2.2.3 Major

The player must leave the game at the completion of the assignment and shall not play again for the weekend.



5.3 Breach of Requirements

The penalty for any breach of the **Section 5** rules will be in accordance to **By Law** Error! Reference source not found..

Additionally, the offending coach or manager cited may be asked to appear before the NBA Board and show cause as to why they should not be suspended.



5.4 Etiquette and Participation

Coaches are encouraged to ensure all players are given equal opportunity to learn and develop in multiple playing positions and achieve equal game time.

Similarly, this extends to encouraging a healthy, competitive and encouraging environment for the opposing team.

5.4.1 Re-Entering a Game

Any of the nine starting Junior players may withdraw and re-enter the game once, provided that such player occupies the same place in the batting order.

- (a) The player who substitutes, must play at least six outs in defence, and bat at least once.
- (b) This rule does not override the requirements of a player pitching a “Major.”

5.4.2 7 Runs Rule

Once a team has a lead in excess of seven (7) runs coaches for the side in front must stop stealing.

- (a) The team behind in runs may continue to steal until equal innings, for both teams, has been completed.
- (b) 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.
- (c) If the runner steals again they will be called out
- (d) Coaches shall utilise the declaration rule (**By Law** Error! Reference source not found.) in situations where one team is appreciably stronger than their opponent.

5.4.3 Ninth-Batter Rule

The Coach shall notify the Umpire when the ninth batter is at the plate.

- (a) 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
- (b) 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
- (c) The defending team can end the innings by making a third out or by making a play to a base
- (d) Where more than nine (9) players are on a line-up, and if both Coaches agree, the rule may be waived to “bat-through” each line-up.



5.5 League-Specific Playing Rules

5.5.1 Rules Specific to T-Ball & Zooka

5.5.1.1 *Field Dimensions*

- (a) Base Paths
 - (i) Tball – 13.72m (45ft)
 - (ii) Zooka – Base Paths – 18.29m (60ft)

(Optional depending on skill level)
- (b) Pitching Distance –
Safe Distance from the Batter

5.5.1.2 *Participation*

- (a) 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 endeavours.
- (b) All players field and hit; Bunting is not permitted
- (c) Players should change fielding positions each innings
- (d) Fielders must be encouraged to throw the ball to make an out.
- (e) We do not keep score in these age groups

5.5.1.3 *Pitching Restrictions*

- (a) No Player Pitching
- (b) In Tball the pitcher must stand with both feet on the pitching plate until the ball is hit
- (c) In Zooka the pitcher can stand next to the Zooka machine

5.5.1.4 *Catching Restrictions*

- (a) In Tball the pitcher and catcher **must** wear a double-ear helmet
- (b) In Zooka the catcher must wear the appropriate catcher’s gear and pitcher a double ear helmet.

5.5.1.5 *Specific Rules*

- (a) 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
- (b) A runner must wait until the ball is hit before leaving the base
- (c) When the last batter comes to the plate the coach shall notify both sides by loudly calling and signalling “last batter”

5.5.1.6 *Equipment*

- (a) Only shoes with flexible or moulded soles permitted. Metal cleats not allowed
- (b) All batters and base runners must wear 2 eared helmets
- (c) Ball Size / Type – 8.5” Safety Ball
- (d) The base of the tee stand does not substitute as a home plate.



A standard home plate must be placed the correct position on the diamond.

The stem of the tee is then positioned in front of the home plate

(e) Zooka machine to be set at a speed that is appropriate for all players



5.5.2 Rules Specific to Little League

5.5.2.1 *Field Dimensions*

- (a) Base Paths
 - (i) 18.29m (60ft)
- (b) Pitching Distance
 - (i) 14.02m (46ft)
- (c) Foul line Distance
 - (i) 60.96m (200ft)
- (d) Centre Field Distance
 - (i) 75m (246ft)

5.5.2.2 *Participation*

- (a) Minimum Game Participation
 - (i) 6-11 Players – 6 outs and 1 at bat
 - (ii) 12-14 Players – 3 outs and 1 at bat
- (b) Minimum Players for game
 - (i) 6
- (c) Maximum Players in a team
 - (i) 14
- (d) 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.
 - (i) Pitch counts and innings caught by the catchers must be recorded.
- (e) 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
- (f) During all games one Coach is encouraged to stand on the field, outside the diamond, to advise their defensive team during play.

That Coach must not take part in, or interfere with, any plays made by their side.

Deliberate interference or participation by the Coach for their defensive team or against an offensive team will result in the coach being removed from the field

5.5.2.3 *Pitching Restrictions*

- (a) Refer Table 5-1 and By Law 5.2.1 for Pitching Restrictions
- (b) Any breaking ball thrown by any pitcher in any situation shall be called a “ball” unless the ball is hit.
 - (i) The result of the hit shall be played out
 - (ii) Breaking balls include curve balls and sliders



5.5.2.4 ***Catching Restrictions***

(a) Catching Limits

- (i) 3 innings per game
- (ii) 6 per weekend
- (iii) No limit for finals series

(b) Junior players may not pitch and catch, in any order, in the same weekend.

5.5.2.5 ***Specific Rules***

(a) Base runners cannot leave the base until the ball reaches the batter

- (i) If the ball is hit and as a result of the play the runner(s) are put out the play will stand

(b) The batter is out after the call of “strike three” whether the ball is caught

(c) Until announced by the NBA Runners cannot advance bases by stealing or pass balls

(d) Until announced by the NBA, any batter who earns a walk (four balls) will have a free hit from a tee.

- (i) 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

(e) 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.

- (i) For example; a play is made at first and the ball goes passed the first baseman the runners cannot advance to second.

(ii) The same will apply for plays at second, third and home.

5.5.2.6 ***Equipment***

(a) Only shoes with flexible or moulded soles permitted. Metal cleats not allowed

(b) All batters and base runners must wear 2 eared helmets

(c) Ball Size / Type – 9” baseball



5.5.3 Rules Specific to Junior League

5.5.3.1 *Field Dimensions*

- (a) Base Paths
 - (i) 24.38m (80ft)
- (b) Pitching Distance
 - (i) 16.46m (54ft)
- (c) Foul line Distance
 - (i) 76.2m (250ft)
- (d) Centre Field Distance
 - (i) 92.66m (304ft)

5.5.3.2 *Participation*

- (a) Minimum Game Participation
 - (i) 6-11 Players – 6 outs and 1 at bat
 - (ii) 12-14 Players – 3 outs and 1 at bat
- (b) Minimum Players for game
 - (i) 7
- (c) Maximum Players in a team
 - (i) 14
- (d) 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.
 - (i) Pitch counts and innings caught by the catchers must be recorded.
 - (ii) During the finals series only 9 batters are required to bat

5.5.3.3 *Pitching Restrictions*

- (a) Refer Table 5-1 and By Law 5.2.1 for Pitching Restrictions

5.5.3.4 *Catching Restrictions*

- (a) Catching Limits
 - (i) 4 innings per game
 - (ii) 8 per weekend
 - (iii) No limit for finals series
- (b) Junior players may not pitch and catch, in any order, in the same weekend.

5.5.3.5 *Specific Rules*

- (a) 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.
 - (i) This rule will not apply for Semi-finals, Finals and Grand Finals



- (b) No stealing on your opponent when you are 7 or more runs in front.
 - (i) The team behind in score may continue stealing until both teams have played equal innings.



5.5.4 Rules Specific to Senior League

5.5.4.1 *Field Dimensions*

- (a) Base Paths
 - (i) 27.43m (90ft)
- (b) Pitching Distance
 - (i) 18.44m (60ft 6inches)
- (c) Foul line Distance
 - (i) Senior Dimensions
- (d) Centre Field Distance
 - (i) Senior Dimensions

5.5.4.2 *Participation*

- (a) Minimum Game Participation
 - (i) 6-11 Players – 6 outs and 1 at bat
 - (ii) 12-14 Players – 3 outs and 1 at bat
- (b) Minimum Players for game
 - (i) 7
- (c) Maximum Players in a team
 - (i) 14
- (d) 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.
 - (i) Pitch counts and innings caught by the catchers must be recorded.
 - (ii) During the finals series only 9 batters are required to bat

5.5.4.3 *Pitching Restrictions*

- (a) Refer Table 5-1 and By Law 5.2.1 for Pitching Restrictions

5.5.4.4 *Catching Restrictions*

- (a) Catching Limits
 - (i) No innings limit finals series
- (b) Junior players may not pitch and catch, in any order, in the same weekend.

5.5.4.5 *Specific Rules*

- (c) 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.
 - (i) This rule will not apply for Semi-finals, Finals and Grand Finals
- (d) No stealing on your opponent when you are 7 or more runs in front.
 - (i) The team behind in score may continue stealing until both teams have played equal innings.