



BASEBALL

SOUTH AUSTRALIA

South Australian Baseball League Inc.

LOCAL PLAYING RULES AND CONDITIONS

All highlighted rules have been updated, amended or added.

Contents

1.	PLAYING FIELD.....
2.	GAME PRELIMINARIES.....
3.	GAME CONDITIONS.....
4.	SAFETY
5.	BAT REGULATIONS.....
6.	FINALS.....

APPENDIX: CONSOLIDATED RULES PER GRADE/DIVISION (SENIORS & JUNIORS)

OFFICIAL BASEBALL RULES ELECTRONIC COPY: [OFFICIAL BASEBALL RULES 2019](#)

1. Playing Field

GRADE	Pitching Distance	Base Paths	Diagonal Path	Passed Ball Line	Home Run Fence or Cones
	Non-Negotiable	Non-Negotiable	Non-Negotiable	Negotiable	Negotiable
Pee Wee League	30' to 35' 9 to 10m	50' 15m			100' 30m
Minor League	43' 13.10m	60' 18.28m	84' 10 ¼" 25.87m	25' 7.63m	200' 60.98m
Little League	46' 14.02m	60' 18.28m	84' 10 ¼" 25.87m	25' 7.63m	200' 60.98m
Intermediate League	50' 15.24m	70' 21.34m	99' 30.18m	30' 9m	L+R 250' C 300' L+R 76.22m C 91.44m
Junior League & Women's League Div 2 and below	54' 16.46m	80' 24.39m	113' 3" 34.53m	40' 12.20m	L+R 250' C 300' L+R 76.22m C 91.44m
Senior League, Big League, Women's League Div 1 and State League Divisions	60' 6" 18.45m	90' 27.44m	127' 3 ⅜ " 38.82m	60' 18.29m	L+R 300' C 330' L+R 91.44m C100.61m

The above measurements are based on dimensions found at Section 2.0 'The Playing Field' in the Official Baseball Rules document : [Playing Field Dimensions](#)

1.1 Home Run Fence, Back Stops & Lights

- 1.1.1 All Clubs fielding Division One, Two and Three teams are required to have a home run fence and permanent back stop. These Grades must be played with these requirements.
- 1.1.2 The recommended height for a home run fence is six feet (1.83m) minimum and made out of steel fencing materials. If a Club is unable to erect a permanent fixture, a temporary fence may be utilised, must be of good quality netting, safe and approved by Baseball SA.
- 1.1.3 Every endeavour must be made to have a backstop on all diamonds. Permanent or temporary back nets are recommended for use on all Junior diamonds, however Junior Grades Minor League and Pee Wee League may play without a backstop.

-
- 1.1.4 Unless clubs have lights that meet the Australian Baseball Federation's minimum standards of lighting (these requirements to be determined by the Board) then no lights at any club grounds are to be switched on for any Senior, Women's or Junior games unless otherwise instructed by Baseball SA.

1.2 Bases and Pitcher's Plate

- 1.2.1 All home plates on a main diamond must be of the bevelled edge type and secured to the ground so that they do not move.
- 1.2.2 Bases on main diamonds must be of the "Corbett" style plug in type. Clubs are asked to use the "Corbett" style of bases where possible on secondary diamonds.
- 1.2.3 All pitcher's plates must be the 'Four Season' type being a solid block of rubber which can be turned around as one side becomes damaged. A step-down plate in front of the pitching plate is mandatory for all main diamonds.
- 1.2.4 Tball and Pee Wee can use flat rubber throw down bases and pitching plates.
- 1.2.5 These rules apply to all games of baseball/tball under your control and being played on your grounds.

2. Game Preliminaries

2.1 Baseballs

- 2.1.1 All the balls in a game must be of the same licensed make, brand and style. Division One, Two and Three must use the balls stipulated by Baseball SA. **Season 2021/22 are Brett Balls.**

PENALTY: if a team is found to be using the incorrect balls, the umpire must note this on the Official Results Sheet.

- 2.1.2 Minor grades must use 8.5 inch sized balls, Pee Wee must use 8.5 inch reduced injury soft care balls. All other Junior, Women's and Senior grades must use 9.25 inch sized balls.

Minor Rounds: Home team provides balls. Division 1 home teams provide the first 4 new balls and new replacements as required, all other Junior, Women's and Senior grade's home teams provide the first 2 new balls and replacements as required in good condition (preferably white).

2.2 Changerooms and Toilets

Adequate changeroom and toilet facilities must be provided for male and female players and umpires at all grounds and be accessible. Any problems are to be reported to Baseball SA Competitions & Member Services Manager at competitions@baseballsa.org.au.

2.3 Pre-match Diamond Warm Up and Use

- 2.3.1 Fifteen (15) minutes before the scheduled starting time of a game, the visiting team shall be entitled to an infield/outfield warm up on the playing diamond, not to exceed five (5) minutes.
- 2.3.2 Ten (10) minutes before the scheduled starting time of the game the home team shall be entitled to an infield/outfield warm up on the playing diamond, not to exceed five (5) minutes.
- 2.3.3 Five (5) minutes before the scheduled starting time of a game, the playing diamond must be vacated.

2.3.4 Both team's Coaches/Managers must meet with the umpire(s) to determine the local ground rules.

2.4 On-field Personnel (other than players and coaches)

2.4.1 Bat/ball persons must be of minimum age 10 years and wear a double-eared helmet at all times. Persons must remain in the dugout, and only when retrieving bats/balls is deemed safe, is allowed to enter the field. Baseball SA does not accept responsibility for any injuries pertaining to this position.

2.4.2 Executive Officer (sometimes referred to as a Team Manager) will not go onto the playing field unless asked to do so by the umpire. They will be attired in a club cap, club polo/top, or club jacket, and enclosed shoes. Thongs or sandals are not allowed.

2.4.3 Medic / Trainer will not go onto the playing field unless asked to do so by the umpire. They will be attired in a club cap, club polo/top, or club jacket, and enclosed shoes. Thongs or sandals are not allowed.

2.5 Behaviour of Players, Coaches, Officials and Spectators

2.5.1 Good relationships must be fostered between clubs and their teams before, during and after the games. The Coach of a team must insist that their players behave in a sportsmanlike manner towards members of their own team, the opposing team and umpires at all times. The use of inappropriate language by players or coaches is absolutely forbidden

2.5.2 Spectators shall never enter the playing field and should not only support their own team but also show appreciation of good play by the opposition and never barrack against or belittle their opponents or their own players or use inappropriate language. This is deemed to be unsportsmanlike conduct.

2.5.3 The authority and decisions of the umpire must be respected and any abuse and/or intimidating language directed to any umpire will not be tolerated.

2.5.4 If an umpire hears any abuse directed at them from a spectator, they shall notify the player, Coach, spectator or team in question that they have been reported.

PENALTY: if the umpire deems behavioural conditions to be disregarded after a report is noted, the umpire will abandon the game and the offending team will receive a forfeit, Seniors 9-0 and all Junior grades, 7-0.

2.7.7 Spectator interference occurs when a spectator (or an object thrown by the spectator) hinders a player's attempt to make a play on a live ball, by going onto the playing field, or reaching out over the playing field.

PENALTY: if the umpire deems the spectator interference clearly prevents a fielder from fielding a ball, the batter will be declared out.

2.7.8 For Codes of Behaviour and Infringement laws, please refer to [Baseball Australia National Member Protection Policy](#), Part B Attachments: Codes of Behaviour and SABL Bylaws, Section 9, Conduct and Section 10, Infringement.

3. Game Conditions

3.1 League Premiership Conditions

3.1.1 In the Minor Round, Clubs shall play the series of competition matches drawn up by Baseball SA's Competitions & Member Services Manager.

-
- 3.1.2 In Division One, two points shall be counted for a win and one for a draw.
- 3.1.2.1 If, at the conclusion of the Minor Round, any two or more teams have obtained an equal number of points the final position of such teams shall be determined by the number of games won between the tied teams. In the event the teams are still tied, the third criteria shall be the runs for and against in contested games between the tied teams. In the event they are still tied, the final separation will be made on the basis of percentage runs for/against over the full Minor Round.
- 3.1.3 In all other grades, premiership tables will be sorted on the basis of a win/loss ratio.
- 3.1.3.1 If, at the conclusion of the Minor Round, any 2 or more teams are tied, the final position of these teams will be determined on the basis of percentage runs for/against over the full Minor Round.
- 3.1.4 In Women's League, if at the conclusion of the Minor Round, any two or more teams have obtained an equal number of points the final position of such teams shall be determined by the number of games won between the tied teams. In the event the teams are still tied, the third criteria shall be the runs for and against in contested games between the tied teams. In the event they are still tied, the final separation will be made on the basis of percentage runs for/against over the full Minor Round. As a final resort, teams will be determined by the toss of a coin.

3.2 Team Numbers, Team Sheets, Game Starts & Participation Rules

- 3.2.1 All persons wishing to participate in a baseball game shall complete the registration process as outlined in the South Australian Baseball League Bylaws.

PENALTY: Should a person take the field without being registered, the game in which they participated will result in a 9-0 forfeit for Seniors or a 7-0 forfeit for Juniors in favour of the opposing team and a fine imposed on the Club of up to \$500 maximum (excluding GST).

- 3.2.2 A maximum of 18 participating registered players, plus 5 non-playing coaches may participate in any Division One match (Executive Officer, Medic, bat/ball persons are not included) and must be included on the official Team Sheet handed to the Umpire at the Plate Meeting, along with their positions, including a Designated Hitter (if applicable), Prescribed Points and Permits.
- 3.2.3 **Team Sheets:** Division One and Two, Women's League, Minor League, Little League, Intermediate League, Junior League, Senior League or Big League players or officials can NOT participate in a game or be added to the Team Sheet after the Team Sheet has been exchanged at the Plate Meeting. Division Three and below may add a player or official throughout the duration of the game. In Women's League Division Two and below, an 'extra' hitter (10th batter) must be listed on the Team Sheet. Coaches must, against player's names on the Team Sheet, list their uniform number, position, a P for a Permit player and any Prescribed Points players are carrying into the game indicating either a TR5, R4 or R2, depending on classification of the player.
- 3.2.4 Senior Divisions One and Two must start with, and maintain, the regulation nine (9) registered players. Senior Division Three must start with, and maintain, a regulation seven (7) registered players.

PENALTY: alleged breaches brought to the attention of the umpire can be resolved immediately, however protests and penalties involving the breach of the above rules will be decided by the Disputes & Incident Reports Panel after the event.

3.2.5 Senior Division Four and below, Women's League and Junior grades, may start with five (5) registered players, however, twenty (20) minutes after the scheduled starting time of the game, teams must have a regulation seven (7) registered players otherwise the game will result in a forfeit. The game may continue with a 'closed scorebook' in the interest of participation.

PENALTY: in relation to Rule 3.2.5, a game forfeit, Seniors and Women's League 9-0, all Junior grades, 7-0 will be awarded to the team in attendance. If neither side has the required number of players, no score or points will be awarded to either team.

3.2.6 Once a Junior team is able to field the regulation seven (7) registered players, permission is hereby granted for registered players from the opposing team in the same age group to compete, without transfer, clearance or permit, for the team which is deficient.

3.2.7 Women's League players are not granted permission (unless a permit is granted) to play or fill in for a Club of which they are not registered with.

3.2.8 Senior Divisions 3 and below and Women's League Division One must record an automatic out for any positions in the batting line-up that are vacant. All Junior grades, along with Women's League Division Two and below, will not record vacancies in the batting line-up as outs.

3.2.9 No player, Senior or Junior, can start in two (2) Senior games during the weekend unless a permit has been obtained, however they may participate in two (2) games (a designated hitter counts as participation in a game but does not count as a start). The only exception to this Rule is a Division One double-header is considered two separate games and a Women's League Senior player may start in one (1) Women's League game and one (1) Open Senior game in a weekend (a 'weekend' refers to Friday, Saturday and Sunday).

3.2.9.1 No player, Senior or Junior, may participate in more than two (2) Senior games during the weekend.

3.2.10 Junior registered players may participate in up to three (3) games per weekend. A Junior player can start in one (1) Junior and one (1) Senior or Women's League game each weekend subject to all limitations in the Bylaws or these Local Playing Rules and Conditions.

3.2.11 A Senior or Junior registered player, who starts in a Senior game for a team must participate for a minimum of one plate appearance and three defensive outs before being replaced, unless the player is unable to satisfy this requirement due to illness, injury, ejection etc. For Junior game participation requirements and penalties, please refer to the Mandatory Play Rule 4.4.

PENALTY: a Club found guilty of breaching Rule 3.2.11 will result in a monetary fine of \$275.00 (inclusive of GST) and having two Premiership Points being deducted from the highest ranked team the offending player played in.

3.2.12 If a Senior or Junior player without a permit does start in two (2) Senior games, the opposition can advise the plate umpire they are playing under protest and the Club will be required to follow the disputes and incident reporting process found in the SABL Bylaws.

3.2.13 Any Senior player, or qualifying junior player, playing Seniors must abide by the relegation and promotion rule whereby a player may be promoted more than one Senior Division at a time but can only be relegated one Senior Division lower than the Senior Division in which they last played.

3.3 Replacement Policy

In Senior Division 4, and below, Women's League and all Junior grades, when all available players have entered the game and the umpire is satisfied that a player is incapacitated due to injury, the following rules will apply:

- 3.3.1 If the injured player has been a substitute, then the player, for whom he/she substituted, if he/she is available, can re-enter the game, in that spot in the batting line-up.
- 3.3.2 If the player for whom he/she substituted is not available, then any player who has previously been substituted can re-enter the game, in that spot in the batting line-up.
- 3.3.3 If the injured player has not been a substitute, then any player who has previously been substituted can re-enter the game, in that spot in the batting line-up.
- 3.3.4 In these situations the player who re-enters the game, if he/she has previously pitched during that game, cannot pitch.

3.4 Mandatory Play Rule

- 3.4.1 In Minor League, Little League, Intermediate League, Junior League and Senior League grades, all players participating in the game that have been written up on the Team Sheet must take part in the game for a minimum of three defensive outs and one plate appearance. Big League is exempt from the participation component of this rule, however must abide by only playing those players written up on the Team Sheet.

PENALTY: A determined breach of Rule 3.4.1 during the Minor Round, for a first offence, the offending Coach will receive one game suspension, second offence, offending team will receive a forfeit (7-0) and offending Coach will receive 3 games suspension. During the finals series the offending team will record a loss (7-0) and the offending Coach will be reported to the Baseball SA Disputes & Incident Reports Panel and receive an appropriate penalty.

3.5 Official Results Sheets (ORS)

- 3.5.1 An Official Results Sheet must be completed for every SABL game. It is the responsibility of the HOME team to provide the ORS at a game. Both teams must complete their entries before the umpire(s) sign the document. The HOME team keeps the ORS, the AWAY team may take a copy.

Each section is to be filled out completely and legibly.

- Pos – Position the player is playing in the field (1 through to 9 and DH or EH for Extra Hitter).
- Player Name – Surname followed by First name.
- ✓✘ – Substitutions. ✘ when a player leaves the game and a tick ✓ when player enters from the bench.
- Pitch Count – Number of pitchers thrown by each pitcher in the game.
- League Age – this must be filled out for any Junior players pitching in a game.
- Pres Points – ALL Players with Prescribed Points **MUST** be recorded on the ORS exactly as written on the Team Sheet submitted by coaches **REGARDLESS** if the player participates or not.
- Permit "P" – Write a 'P' for a Permit Player
- Most Valuable Players – 3, 2 & 1 votes by the umpire and signed.

Please click here for a copy of the [Official Results Sheet](#).

-
- 3.5.2 Clubs are responsible for populating their revSPORT Team Lists 24 hours before a scheduled game.
- 3.5.3 HOME teams must enter the data instructed by Baseball SA (e.g. scores, umpires, metrics and ORS upload) into revSPORT, for Friday, Saturday & Sunday games, by 12.00pm Mondays and AWAY teams must approve or dispute the data from 12.00pm Mondays until 9.00am Tuesdays. Baseball SA will process all disputes from 9.00am Tuesdays. Twilight data must be entered by 9.00am and approved/disputed by 12.00pm the day after the game.

PENALTY: Baseball SA will impose a monetary fine for Clubs who do not perform the duties outlined in Rule 3.5 within the specified time frames. First offence is a warning, second offence is a \$50.00 fine, third offence is \$100.00 and each and every offence thereafter will increase by \$50.00. Clubs who do not pay their fines within the invoice terms of payment may lose Prescribed Points for their Division One team.

3.6 What Constitutes a Game

- 3.6.1 For State League, Women's League Division 1 and all Junior Grades, five (5) innings or 75 minutes will constitute a regulation Minor Round game, for twilight Women's League Division 2 and below games, four (4) innings or 60 minutes will constitute a game.

It is a regulation game if:

- 3.6.1.1 State League, Women's League Division 1 and all Junior Grades: The home team has scored more runs by its 4th innings than the visiting team has scored by its 5th innings.
Women's League Division 2 and below: The home team has scored more runs by its 3rd innings than the visiting team has scored by its 4th innings.
- 3.6.1.2 State League, Women's League Division 1 and all Junior Grades: The home team scores one or more runs in its 5th innings to tie the score, when their innings is not completed due to inclement weather termination (ie. less than 3 outs).
Women's League Division 2 and below: The home team scores one or more runs in its 4th innings to tie the score, when their innings is not completed due to inclement weather termination (ie. less than 3 outs).

3.7 Abandoned Games

- 3.7.1 The plate umpire will be the sole judge as to whether a ground is fit for play to commence, or when play will resume or be terminated in the event of inclement weather or an unsafe or unsuitable playing arena. This includes, but is not limited to, extreme heat conditions, rain, lightning or lack of daylight.
- 3.7.2 The plate umpire will request the home team to bring the ground up to safety requirements in a reasonable time. Abandoned games cannot be transferred to another ground but can be changed to another diamond at the same ground.
- 3.7.3 Games that do not commence or are not constituted as a game (see clause 3.6) will be deemed 'abandoned games'.
- 3.7.4 Abandoned games may be rescheduled. Baseball SA will be responsible for organising the rescheduling of any abandoned game. All rescheduled games are to be completed before the last regular Minor Round game.

PENALTY: if the home team, by judgement of the plate umpire, has not made a reasonable attempt to make the ground safe they will record a forfeit, Seniors 9-0 or Junior grades 7-0 if the ground is their home ground. If it is a neutral ground, then the game is abandoned.

3.8 Suspension of Play

- 3.8.1 The plate umpire will be the sole judge as to whether a game needs to be suspended due to inclement weather or an unsafe or unsuitable playing arena and when play will resume or be terminated. This includes, but is not limited to, extreme heat conditions, rain or lightning.
- 3.8.2 The plate umpire will not call the game until at least 30 minutes after they have suspended the game. The plate umpire may continue the suspension as long as deemed necessary if there is a chance play may resume. In time limited games refer Rule 3.9.

3.9 Time Limited Games

- 3.9.1 In all time limited games the time continues to run regardless of delays or hold-ups due to any reason. Where significant time is lost, scorers should record the amount lost in the scorebooks and on the Official Results Sheet.
- 3.9.2 It is contrary to the spirit of baseball to engage in the practices of wasting time, particularly in the closing minutes of a time limited game. Umpires are hereby instructed to take all necessary steps to prevent such malpractice, and those in charge of teams are to be warned that Baseball SA will not tolerate such tactics.
- 3.9.3 Game time commences at the scheduled starting time. Scorers must confirm game start time with the plate umpire at commencement of the game.
- 3.9.4 All starting and finishing times are taken from the umpire's watch and recorded by the scorer in the scorebook and on the Official Results Sheet.
- 3.9.5 No new innings to occur after the allocated minutes of game time, with the time being, according to the plate umpire, the moment the third out of the previous innings occurs unless clause 3.9.6 is relevant.
- 3.9.6 The plate umpire may call the game if the amount of minutes left to play in clause 3.9.5 is deemed not practicable to allow a game following to commence on time.

3.10 Visits to the Pitching Mound

- 3.10.1 For Division One and Two, a second visit by the Manager/Coach to the same pitcher in the same inning would cause their removal from the game. In all other grades (Division 3 and below, Women's League, Big League, Senior League and Junior League) the pitcher may then play in another position (except the catching position in Junior Grades).
- 3.10.2 A playing Coach must be nominated on the team sheet. Only a playing Coach stationed in the infield can request time out to visit the mound. This visit is deemed as one visit to the mound under this rule.
- 3.10.3 In Little League and Minor League the Official Baseball Rules are modified. The amount of visits a Manager/Coach is allowed in one inning before a pitcher is removed from the mound is two (2), on the third visit the pitcher must then be removed from the mound. The 5-visits limit does not apply.

PENALTY: anyone attempting to exceed the visit limit will receive a warning to not visit the pitcher and will be ejected if they continue.

3.11 Warm Up Pitches/Changeover Time Limit

- 3.11.1 Umpires will manage the game warm up pitches and between innings pitches. Generally the first innings pitches will be 8, the same for an incoming pitcher. In between innings will be 6.
- 3.11.2 If a sudden emergency (such as the replacement of a pitcher who has been injured or ejected) requires a pitcher to be summoned to the game without prior opportunity to warm up, that pitcher shall be permitted as many warm up pitches as deemed necessary by the plate umpire. Due care is to be taken to get the pitcher's arm warm to throw.

PENALTY: if a pitcher fails to be ready to throw to the batter at the end of the time limit, a ball will be called on the batter.

3.12 Batter's Box

- 3.12.1 The batter must remain in the batter's box. If the batter considers they are at risk they may make a request for "time". If the umpire feels that there is risk present, the umpire may grant "time".
- 3.12.2 The batter shall be expected to return to the batter's box promptly and the umpire will call play. If the umpire feels that the batter is not returning quick enough, regardless of whether the batter has returned to the batter's box at the time, a strike shall be called on the batter.
- 3.12.3 Batters must take their signals with one foot in the batter's box.
- 3.12.4 There will only be one on deck batter whilst a batter is in the batter's box. All other batters must remain in the bench area until it is their turn to be in the on deck circle.

3.13 Designated Hitter, Extra Hitter and Courtesy Runner

- 3.13.1 Designated Hitters are optional for all Senior grades and Women's League teams but are not allowed in Junior grades. Designated Hitters are regarded as participants in a game but not recorded as a start.
- 3.13.2 In Women's League Division Two and below, teams are allowed ten (10) players in the batting line-up. The 'extra' hitter can bat in any position in the line-up. An 'extra' hitter may be interchanged into a fielding position for which the former fielder will then assume 'extra' hitter status, however everyone will retain their same spot in the batting order. An 'extra' hitter must be named on the Team Sheet (EH).
- 3.13.3 A Courtesy Runner for the catcher is mandatory with 2 out in all **timed** Senior, Women's League and Junior grade games and is optional before two outs. If the catcher is on base he/she must be replaced by the Courtesy Runner immediately the second out play is completed. Courtesy Runners are not allowed in finals games played to innings.
- 3.13.4 A Courtesy Runner for the catcher and pitcher is optional in Senior Division 7 and below, including finals. A catcher or pitcher on base as a runner may be replaced by a Courtesy Runner at any time during that half-inning.
- 3.13.5 A Courtesy Runner is someone not currently in the active line-up or the most recent out when there are no reserves.

PENALTY: Failure by the batting side to immediately replace the relevant runner once this rule is brought to the attention of the plate umpire and, in the plate umpire's judgement, there is undue delay in this replacement, the umpire shall call the runner out.

3.14 Age Qualifications

3.14.1 The Age Matrix below stipulates the League Age requirements for athletes participating in SABL Grades.

2021/22 Baseball SA Age Matrix													
Find your birth month and scroll down to your birth year - your League Age will be displayed on the far right along with the grade you are eligible to play in.													
SEP	OCT	NOV	DEC	JAN	FEB	MAR	APR	MAY	JUN	JUL	AUG	League Age	SABL Grades you are eligible to play
2017	2017	2017	2017	2018	2018	2018	2018	2018	2018	2018	2018	4	Tball
2016	2016	2016	2016	2017	2017	2017	2017	2017	2017	2017	2017	5	Tball
2015	2015	2015	2015	2016	2016	2016	2016	2016	2016	2016	2016	6	Tball
2014	2014	2014	2014	2015	2015	2015	2015	2015	2015	2015	2015	7	Pee Wee League, Minor League
2013	2013	2013	2013	2014	2014	2014	2014	2014	2014	2014	2014	8	Pee Wee League, Minor League
2012	2012	2012	2012	2013	2013	2013	2013	2013	2013	2013	2013	9	Minor League, Little League
2011	2011	2011	2011	2012	2012	2012	2012	2012	2012	2012	2012	10	Minor League, Little League
2010	2010	2010	2010	2011	2011	2011	2011	2011	2011	2011	2011	11	Little League, Intermediate League, Junior League
2009	2009	2009	2009	2010	2010	2010	2010	2010	2010	2010	2010	12	Little League, Intermediate League, Junior League
2008	2008	2008	2008	2009	2009	2009	2009	2009	2009	2009	2009	13	Intermediate League, Junior League, Senior League, Women's D2
2007	2007	2007	2007	2008	2008	2008	2008	2008	2008	2008	2008	14	Junior League, Senior League, Women's D2
2006	2006	2006	2006	2007	2007	2007	2007	2007	2007	2007	2007	15	Senior League, Big League, All SABL Senior Divisions
2005	2005	2005	2005	2006	2006	2006	2006	2006	2006	2006	2006	16	Senior League, Big League, All SABL Senior Divisions
2004	2004	2004	2004	2005	2005	2005	2005	2005	2005	2005	2005	17	Big League, All SABL Senior Divisions
2003	2003	2003	2003	2004	2004	2004	2004	2004	2004	2004	2004	18	Big League, All SABL Senior Divisions
2002	2002	2002	2002	2003	2003	2003	2003	2003	2003	2003	2003	19	All SABL Senior Divisions
2001	2001	2001	2001	2002	2002	2002	2002	2002	2002	2002	2002	20	ALL SABL Senior Divisions

If your birth year is Red you are eligible to tryout for SA U16 State team
If your birth year is Blue you are eligible to tryout for SA U18 State team

3.14.2 To be eligible to qualify for a Charter Team a player must play in at least sixty percent (60%) of the Minor Round games (cancelled games are not included in the final count) of the Baseball SA competition. All Charter Rules, Regulations and Policies are listed in the Little League International Rule Book. You can find these online here: [Little League International Rules](#)

3.14.3 Junior players must not play in a League lower than that of their age unless a Permit has been granted by the Permits Committee. Refer to Permit Rules for exemptions. Refer to the Age Matrix for Junior player grade qualifications.

3.14.3.1 Selected Charter players and selected State Junior players must participate in the club's Division One team of the player's age group if the player's club has a Division One team in that age group.

PENALTY: a club in breach of Rule 3.13.3.1 will forfeit the lower League game or games in which the offending player took part, 7-0.

3.14.4 Only League Age 15 and above junior players are permitted to play in Senior Division 1 and below. Only League Age 15 and above female athletes are permitted to play in Women's League Division 1. Only League Age 13 and above female athletes are permitted to play in Women's League Division 2 and below.

3.15 Pitching Rules

3.15.1 Pitch limits and days rest are implemented to avoid overuse of the arm and ultimately to prevent injury. Senior and Junior players alike need to track and limit their pitching. Limits and days rest are extremely important in younger players because growing bones and joints are more susceptible to injury. Senior (League Age 19 and above) and Junior (League Age 9 to 18) pitch limits and days rest are listed in the Table on Page 13.

-
- 3.15.2 Pitch limits are related to a player's League Age, not the Grade to which they are playing.
- 3.15.3 The official count must always come from the scorer's scorebook.
- 3.15.4 The scorer may alert the umpire or coaches if a player is coming to the end of their pitch count to avoid any breach of the pitch count limit rule and to prevent excess pitches that may help with prevention of arm injury.
- 3.15.5 A pitcher reaching their maximum number of pitches in an assignment may complete the batter before being removed from the mound.
- 3.15.6 A balk pitch delivered to the plate whether it is hit safely or not shall be considered to be valid for the purpose of recording the number of pitches in Junior grades (Intermediate, Junior, Senior & Big League), however a balk pitch of any type in Senior and Women's grades, whether it is delivered to the plate or not, shall not be recorded in the number of pitches. An intentional walk, where pitches are not thrown, will not count towards a pitcher's pitch count in Junior, Women's or Senior grades.
- 3.15.7 Minor, Little, Intermediate, Junior, Senior and Big League players, all Women's League players and Senior Division 3 and below players, once removed as a pitcher (see Mound Visits Rule), may not pitch again in the same game but may stay in the game as a position player except as catcher.
- 3.15.8 A Little, Intermediate, Junior, Senior and Big League catcher shall not pitch and a Little, Intermediate, Junior, Senior and Big League pitcher shall not catch in the same calendar day.
- 3.15.9 A Junior player shall not pitch in two games on the same calendar day.
- 3.15.10 Minor Round pitch count regulations apply in finals, however, for Senior Division One three game finals series, a pitcher may pitch a maximum of 150 in total over the series.
- 3.15.11 Exceptions to the pitch count table are:
- League Age 9 & 10 pitchers must pitch either a maximum of 40 pitches or for 6 outs.
 - Athletes participating in Women's League Division 2 or lower may pitch 85 pitches or for 9 outs, whichever comes first.
- 3.15.12 A Temporary Recruit may only pitch in one game of a double-header and in only one game of a three game Finals series.

PENALTY: do not stop the game if a breach is alleged, play the game out and enter a protest. If a breach is verified, a forfeit will be recorded against the offending team, this includes Minor Rounds and finals games; Senior Grades 9-0, Junior grades 7-0.

- 3.15.13 Baseball SA currently does not allow under age Pee Wee League players of League Age 7 or 8, playing higher in a Minor League Grade, to pitch without prior application to Baseball SA.

Baseball SA Pitch Count Rules

PRIMARY GRADE	League Age	Daily Maximum	Required Rest Days				
			0 Days	1 Day	2 Days	3 Days	4 Days
Minors	9 & 10	40	1 - 20	21 - 35	35 - 40	-	-
Little League	11 & 12	65	1 - 20	21 - 35	36 - 50	51+	-
Intermediate League	12 & 13	75	1 - 20	21 - 35	36 - 50	51 - 65	66+
Junior League	13 & 14	85	1 - 20	21 - 35	36 - 50	51 - 65	66+
Senior League	15 & 16	95	1 - 30	31 - 45	46 - 60	61 - 75	76+
Big League	17 & 18	95	1 - 30	31 - 45	46 - 60	61 - 75	76+
Women's Div 2 & Below	13 & above	85	1 - 20	21 - 35	36 - 50	51 - 65	66+
Women's League Div 1	15 - 18	95	1 - 30	31 - 45	46 - 60	61 - 75	76+
Women's League Div 1	19 & above	95	1 - 60	-	61+	-	-
State League Divisions	19 & above	105 until Dec 31 - 125 from Jan 1	1 - 60	-	61 - 80	81 - 105	106+
State League Divisions	19 & above	Weekly Maximum	135				

3.16 Third Strike Rule

All Senior and Junior Grades, excluding Women's League Division 3, Minor League, Pee Wee League and Tball, play to the official Rules of Baseball for a dropped third strike.

In the case of Women's League Division 3 and Minor League, the batter is out when a third strike is indicated by the umpire whether or not the pitch is legally caught by the catcher.

In Minor League, no stealing, pass balls or wild pitches are allowed or recorded. Base runners only advance on batted balls, walks or hit by pitch.

3.17 Catch and Carry Rule

After a fielder first touches a foul fly ball where their last steps were in foul territory, they may complete the catch and run into dead ball territory. From dead ball territory, provided no other part of their body touches the ground, the ball remains in play and they may throw the ball from this area.

If any part of their body other than their feet touch the ground, or the ball is dropped, the ball becomes dead and all runners are awarded one base from their last legally occupied base.

This rule does not extend to dugouts or benches.

4. Safety

4.1 Collision Plays

4.1.1 Collision plays are to be avoided in all grades. Runners must slide if a collision play is likely to occur at a base.

4.1.1.1 The exception is First Base, with the fielder moving into the outside line area, the runner is to attempt to avoid collision, however, the runner is entitled to touch the base running through.

4.1.2 Runners are not allowed to collide with a fielder if they (the runner) are in the upright position with the intention of dislodging the ball as a result of the collision.

PENALTY: the runner will be given out if in the umpire's opinion the runner didn't adhere to Rule 4.1.

4.2 Helmets

4.2.1 All batters and runners must wear an approved doubled-eared helmet. Damaged or cracked helmets must not be worn.

4.2.2 Skull caps - refer bylaw 6.1 (d).

4.3 Catcher's Helmets/Masks

4.3.1 Catcher's masks and helmets or all in ones must be worn when playing or when warming up any pitcher either from the mound, on the side or in the bull pen whether the catcher is standing or squatting.

4.3.2 Catcher's masks must have a throat guard attached or built into the mask. Separate or attached helmet to be worn with the mask.

4.3.3 All Junior catchers must wear a 'hockey' style catcher's mask.

4.4 Shoes

Shoes with metal spikes must not be worn by any player playing Little League or below, nor by any Coach or Umpire.

4.5 Bleeding Policy

4.5.1 Each team must have a First Aid kit with them at all times. The kit must have suitable bandages and disposable gloves.

4.5.2 The game must be stopped when a player is bleeding on the field.

- 4.5.3 Attend to the bleeding player using appropriate First Aid methods. Stop the bleeding so play may re-start. If unable to stop the bleeding after a reasonable time then the person bleeding must be removed from the field so play can resume. This will be determined by the plate umpire. Replacement made under normal baseball rules. ie cannot already be a participant or have been a participant.
- 4.5.4 When bleeding has been controlled, the player can return to the original position in the line-up, and the replacement player is available to enter the game in the normal manner. The intent here is to ensure that the bleeding is stopped without jeopardising the players or disadvantaging the team.
- 4.5.5 Any article of clothing or equipment with blood on it must be removed and washed off.

5. Bat Regulations



South Australian Baseball League Bat Regulations



GRADE	BAT REGULATIONS
PeeWee League	USA Baseball Logo 2 5/8" barrel maximum
Minor League	USA Baseball Logo 2 5/8" barrel maximum
Little League	USA Baseball Logo 2 5/8" barrel maximum no more than 33 inches in length
Intermediate League	USA Baseball Logo 2 5/8" barrel maximum OR 2 5/8" composite barrel with BBCOR Certified Logo no more than 34 inches in length
Junior League	USA Baseball Logo 2 5/8" barrel maximum OR 2 5/8" composite barrel with BBCOR Certified Logo no more than 34 inches in length
Senior League	ALL bats have a BBCOR Certified Logo Wood bats are permitted no more than 36 inches in length
Big League	Wood/Wood Composite
Senior Div 1 to 4	Wood/Wood Composite
Senior Div 5 and below	2 5/8" composite barrel with BBCOR Certified Logo OR Wood/Wood Composite
Women's League	No Regulations



A baseball bat which meets the USA Baseball Bat standard (USABat) shall be a smooth, rounded stick, and made of wood or of material and colour tested and proved acceptable to the USA Baseball Bat standard (USABat).

Beginning with the 2019/20 season, non-wood and laminated bats used in Junior League and below shall bear the USA Baseball logo signifying that the bat meets the USABat – USA Baseball’s Youth Bat Performance Standard. Additionally, starting in 2019/20, the bat diameter shall not exceed 2⁵/₈ inches for these Grades.

All BPF – 1.15 bats will be prohibited in the SABL competition beginning with the 2019/20 season.

Bats meeting the Batted Ball Coefficient of Restitution (BBCOR) standard may be used in the Intermediate and Junior League Grades, Senior Division 5 and below, Masters and Women’s League.

Additional bat regulation information is available at LittleLeague.org/batinfo.

PENALTY: if a batter enters the batter’s box and the coach of the fielding team asks the umpire to check the bat and it is deemed an illegal bat, the batter is out. If the batter has their turn at bat and then the bat is discovered as being illegal, the coach of the fielding team may advise the plate umpire of a decision to decline the penalty and accept the play. Such election shall be made immediately at the end of the play. If a bat is discovered to have been used throughout the game undetected and is reported to Baseball SA, a resolution will be made via a protest process. If the team is guilty of using an illegal bat, the game in which the bat was used will result in a forfeit in favour of the opposition and an appropriate fine will be issued to the Club in breach.

6. Finals

6.1 Finals Structure

6.1.1 Finals will be structured using the following guidelines:

6.1.1.1 All Junior Grades, Little League and above, will play a top six finals structure unless there are 5 or less teams in a Division, whereby a top four finals structure will be implemented. Minor League finals format is negotiable each season.

6.1.1.2 All State League Divisions with 11 or more teams will play a top six finals structure. All State League Divisions with 10 or less teams will play a top 4 finals structure.

6.1.1.3 All Women’s League Divisions with 11 or more teams will play a top six finals structure. All Women’s League Divisions with 10 or less teams will play a top 4 finals structure.

6.1.1.3 In the event there are extraordinary circumstances surrounding the shortage or abundance of teams in a Division, the Competitions & Member Services Manager may choose to refine the above guidelines.

6.1.2 Unless determined otherwise by the Competitions & Member Services Manager, finals games will be played over 2 or 3 weeks. State League Division 1 finals rounds are a three game series finals format, all other Grades will be a single game.

6.1.3 Top six finals structure will be (unless deemed otherwise by Baseball SA):

Round One: (Semi Finals) 1v6, 2v5 and 3v4

The three winning teams advance to Round Two and the highest ranked losing team will advance as a wildcard entry.

Division 1 three game finals series will be played as follows:

1v6 – Saturday 3:00pm, Sunday 11:30am and (if required) Sunday 3:00pm

2v5 – Saturday 3:00pm, Sunday 11:30am and (if required) Sunday 3:00pm

3v4 – Saturday 11:30am, Saturday 3:00pm and (if required) Sunday 11:30am

Round Two: (Preliminary Finals) highest ranked winner v wildcard and second highest ranked winner v third highest ranked winner. The two winners advance to the Grand Final.

Division 1 three game finals series will be played as follows:
Saturday at 3:00pm and Sunday at 11:30am and (if required) 3:00pm.

Round Three: (Grand Final) highest ranked winner v lowest ranked winner
Division 1 Grand Final three game series will be played as follows:
Game 1 – Friday evening under lights at Diamond Sports
Game 2 – Saturday at Diamond Sports
Game 3 (if required) – Sunday at Diamond Sports

- 6.1.4 Top four finals structure will be (unless deemed otherwise by Baseball SA):
Round One: (Semi Finals)
Game 1 – 1v2: winner advances to Grand Final (Round Three) and loser moves to Round Two.
Game 2 – 3v4: loser is eliminated and winner advances to Round Two.
- Round Two: (Preliminary Final)
Game 3 – loser Game 1 v winner Game 2, loser is eliminated and winner advances to Round Three.
- Round Three: (Grand Final) winner of Game 1 v winner of Game 3

6.2 Participation in Finals

Refer to Bylaws.

6.3 Abandoned Finals Games

- 6.3.1 An abandoned game is explained in Section 3.6.
- 6.3.2 Baseball SA will endeavour to reschedule any abandoned games during the finals series for Senior Division 1 (best of three (3) finals series format).
- 6.3.2.1 If no games out of the three scheduled games are able to be played then the highest ranked team will be deemed the winner of that finals series. If only one game out of the three scheduled games are able to be played then the winner of that game will be deemed the winner of that finals series. If only two games out of the three scheduled games are able to be played, and it is locked together at one game all, then the highest ranked team will be deemed the winner of that finals series.
- 6.3.3 Baseball SA will endeavour to reschedule any abandoned games during the finals rounds for Senior Division 2, and below, Big, Senior, Junior, Intermediate, Little and Minor League.
- 6.3.3.1 In the event that circumstances beyond Baseball SA's control (e.g. inclement weather), prevents the scheduled finals game(s) being played, and cause game(s) to be abandoned then the highest ranked team will be deemed to be the winner of that final. In week 3 of finals this would mean that the highest ranked team becomes the Premier.
- 6.3.4 Baseball SA will endeavour to reschedule any abandoned games during the Women's League finals rounds.

6.4 Junior Finals Games

- 6.4.1 All Junior finals are played to the innings listed for each grade in the Appendix Consolidated Rules section, not to time.

7. Umpire Duties

Game Preliminaries.

1. Umpires must be dressed appropriately. Club umpires must not be in club attire, preferably dressed in neutral colours and are not, under any circumstances, to wear open toe thongs or sandals.
2. Umpires must arrive at the ground at least thirty (30) minutes prior to the schedule starting time.
3. Umpires must check ground condition and that the home run fence is safe and adequate or, for junior games, the cones are set out appropriately. No game can start unless the ground or equipment is in a safe condition. You must give the Home Club a reasonable time to fix a problem. If after a reasonable time the problem is not fixed, the game will be deemed an 'abandoned game'. Refer to Local Playing Rules and Conditions 4.6. The umpire must report the situation on the Official Result Sheet. The safety of the players and officials must come first.
4. Umpires must call the Coaches to Home Plate five (5) minutes prior to the starting time to exchange Team Sheets and discuss local ground rules if any. Team Sheets must be distributed to the appropriate people (as per the instructions on the Team Sheets).
5. Umpires must ensure their Check List is completed.

Umpires Check List – (Motto: Make it right first before reporting)

1. First and Third base foul lines are clearly marked in white.
2. Foul lines extend at least nine feet (2.74m) past 1st and 3rd
3. Three feet (0.91m) tramline is marked.
4. Coaches' boxes are marked.
5. Benches are marked.
6. Sixty-foot (18.29m) lines are marked and extend at least ninety feet (27.43m) past the bases.
7. Foul flags or cones are in position at the end of the lines.
8. Bases are securely pegged or plugged in and are the right type.
9. Home Plate is white.
10. Pitchers Plate is white and conforms to current rule.
11. Pitching mound is prepared in a safe and legal manner and 18ft (5.49m) circle is marked around pitching mound. Dolomite is allowed but not the preferred option.
12. All lines must be in white.
13. Home run fence must be used for Senior, U17 and Big League games.
14. All team members in correct uniform.

Completion of the game

1. Check that both scorebooks and the Official Result Sheet agree and are completed in full including signatures on both.
2. Check that all players listed on the Team Sheet are also on the Official Results Sheet.
3. Ensure runs scored and pitch counts recorded on the Official Results Sheet equal the totals in the scorebooks.
4. For Division Two and below and all Junior grades, umpires must write 3-2-1 Most Valuable Player votes on the Official Result Sheet. For Division One, the officiating umpire must cast player votes and seal in the Capps Medal envelope supplied and return to Baseball SA personally or via post to arrive at Baseball SA within 2 working days after the completion of the scheduled game. Submission of the Official Results Sheet to Baseball SA is the responsibility of the home team.

Note: Baseball SA player votes are cast for the game, not for individual teams or clubs, and umpires should exercise balanced judgment when making these decisions.

Baseball SA Umpire Changes

When a Baseball SA Umpire cannot attend a game to which he/she has been appointed, he/she must advise Baseball SA's Umpiring Director immediately and the home Club (Home Club details are found on the Baseball SA website).



BASEBALL
SOUTH AUSTRALIA

South Australian Baseball League Inc.

LOCAL PLAYING RULES AND CONDITIONS
APPENDIX

Consolidated Rules and Regulations for Division One

Single Weekend Game

9 innings to a result (Mercy Rule 7 innings)

Weekend Double Header

Game 1 - 7 innings to a result (Mercy Rule 5 innings)

Game 2 - 7 innings to a result (Mercy Rule 5 innings)

“Tie Breaker Rule Implemented after 7 innings if game is tied”

Where extra innings are required and any “extra inning” is about to commence, the Team at bat shall commence the TOP of the inning with runners on first and second base. The batter who leads off an inning shall continue to be the batter who would have normally led off the inning. The runner on first shall be the batter, (or substitute batter), immediately preceding the batter who leads off the inning. The runner on second base shall be the batter, (or substitute batter), immediately preceding the runner on first base. Any runner or batter removed from the game for a substitute shall be ineligible to return to the game, as would be the case with any substituted player pursuant to the Official Baseball Rules. For purposes of this Regulation, any “extra inning” is defined as the eighth inning or later in a seven-inning game.

Twilight

Monday to Friday: 7 innings or 120 min (Mercy Rule 5 inn) – may play extra innings if time permits

Curfew Rule: Diamond Sports (under lights) - No new innings to start after 10:40pm

Timed Games No new innings after 120 minutes with the time being the moment the third out of the previous innings occurs. **Refer to clause 3.8 for more information.**

Finals

9 innings to a result (Mercy Rule 7 inn)

- Players must be of League Age 15 (Senior League) or higher to play Division 1 or below.

Consolidated Rules and Regulations for Division Two to Four

Weekend Game

9 innings or 120 min

No maximum runs per innings

Mercy Rule comes into effect at 10 runs in front in, or on completion of, the 7th inning

Twilight Game

7 innings or 120 min

No maximum runs per innings

Mercy Rule comes into effect at 10 runs in front in, or on completion of, the 5th inning

Timed Games – No new innings after 120 minutes with the time being the moment the third out of the previous innings occurs.

Finals Game

9 innings to a result

No maximum runs per innings

Mercy Rule comes into effect at 10 runs in front in, or on completion of, the 7th inning

- Players must be of League Age 15 (Senior League) or higher to play Division 1 or below.

Consolidated Rules and Regulations for Division Five and Below

Weekend Game

7 innings or 120 min (Division 5 to 7), 110 min (Division 8)

7 runs maximum per innings

Mercy Rule comes into effect at 15 runs in front in, or on completion of, the 5th innings or 8 runs in front in, or on completion of, the 6th innings.

Twilight Game

7 innings or 120 min (Division 5 to 7), 110 min (Division 8)

7 runs maximum per innings

Mercy Rule comes into effect at 15 runs in front in, or on completion of, the 5th innings or 8 runs in front in, or on completion of, the 6th innings.

Timed Games – No new innings after 120 minutes or 110 minutes (depending on Division) with the time being the moment the third out of the previous innings occurs. Refer to clause 3.8 for more information

Finals Game

7 innings to a result

7 runs maximum per innings

Mercy Rule comes into effect at 15 runs in front in, or on completion of, the 5th innings or 8 runs in front in, or on completion of, the 6th innings.

- Players must be of League Age 15 (Senior League) or higher to play Division 1 or below.

Consolidated Rules and Regulations for Women's League Division 1

Age Group: League Age 15 and above.

Pitching Distance: 60 feet & 6 inches or 18.45 meters

Diamond Paths: 90 feet or 27.44 meters

Home Run Fence: Left & Rightfield 300 feet or 91.44 meters & Centrefield 330 feet or 100.61 meters

Ball Size: 9.25 inches

Bat Regulations: None

Innings: 7 innings

Game Time: No new innings after 120 minutes with the time being the moment the third out of the previous innings occurs.

Maximum Runs per Innings: 5 runs

Mercy Rule: 11 runs in front in, or on completion of, the 5th innings or 6 runs in front in, or on completion of, the 6th innings.

Team Composition: Teams may start with five (5) registered players, however, twenty (20) minutes after the scheduled starting time of the game, teams must have a regulation seven (7) registered players otherwise the game will result in a forfeit.

Pitch Count: Refer to Pitch Count Table.

Pitcher/Catcher Rule: A player cannot pitch then catch. A player can catch then pitch.

Pitching Changes: A pitcher may play in the field after their outing, except as catcher. A pitcher once removed who has not pitched their limit may not return as a pitcher in that game.

Penalties: Please refer to Baseball SA's Pitching Rules for further pitching rules and penalties.

Mandatory Play Rule: No mandatory play rule.

Collision Rule: Runners MUST slide (or give up on the play) if a collision play is likely to occur at a base (except First Base).

Collision Rule Penalty: The runner will be given out. In circumstances where the offending player's actions are deemed negligent and deliberate by the umpire to cause, or attempt to cause, physical contact with a player, the offending player will be ejected from the game.

Batting: Teams may only bat 9 players in the line-up.

Catcher Speed Up Rule: A courtesy runner for the catcher is mandatory with two out and may be a player who is in the active line up or a reserve.

Consolidated Rules and Regulations for Women's League Division 2

Age Group: League Age 13 and above.

Pitching Distance: 54 feet or 16.46 meters

Diamond Paths: 80 feet or 24.39 meters

Home Run Fence: Left & Rightfield 250 feet or 76.22 meters & Centrefield 300 feet or 91.44 meters

Ball Size: 9.25 inches

Bat Regulations: None

Innings: 7 innings

Game Time: No new innings after 120 minutes with the time being the moment the third out of the previous innings occurs.

Maximum Runs per Innings: 5 runs

Mercy Rule: 11 runs in front in, or on completion of, the 5th innings or 6 runs in front in, or on completion of, the 6th innings.

Team Composition: Teams may start with five (5) registered players, however, twenty (20) minutes after the scheduled starting time of the game, teams must have a regulation seven (7) registered players otherwise the game will result in a forfeit.

Pitch Count: Refer to Pitch Count Table.

Pitcher/Catcher Rule: A player cannot pitch then catch. A player can catch then pitch.

Pitching Changes: A pitcher may play in the field after their outing, except as catcher. A pitcher once removed who has not pitched their limit may not return as a pitcher in that game.

Penalties: Please refer to Baseball SA's Pitching Rules for further pitching rules and penalties.

Mandatory Play Rule: No mandatory play rule.

Collision Rule: Runners **MUST** slide (or give up on the play) if a collision play is likely to occur at a base (except First Base).

Collision Rule Penalty: The runner will be given out. In circumstances where the offending player's actions are deemed negligent and deliberate by the umpire to cause, or attempt to cause, physical contact with a player, the offending player will be ejected from the game.

Batting: Teams may bat up to ten (10) players in the line-up. The 10th batter may bat anywhere in the line-up and is included on the Official Results Sheet as a "starter".

Catcher Speed Up Rule: A courtesy runner for the catcher is mandatory with two out and may be a player who is in the active line up or a reserve.

Consolidated Rules and Regulations for Women's League Division 3

Age Group: League Age 13 and above.

Pitching Distance: 54 feet or 16.46 meters

Diamond Paths: 80 feet or 24.39 meters

Home Run Fence: Left & Rightfield 250 feet or 76.22 meters & Centrefield 300 feet or 91.44 meters

Ball Size: 9.25 inches

Bat Regulations: None

Innings: 7 innings

Game Time: No new innings after 120 minutes with the time being the moment the third out of the previous innings occurs.

Maximum Runs per Innings: 5 runs

Mercy Rule: 11 runs in front in, or on completion of, the 5th innings or 6 runs in front in, or on completion of, the 6th innings.

Team Composition: Teams may start with five (5) registered players, however, twenty (20) minutes after the scheduled starting time of the game, teams must have a regulation seven (7) registered players otherwise the game will result in a forfeit.

Pitch Count: Refer to Pitch Count Table.

Pitcher/Catcher Rule: A player cannot pitch then catch. A player can catch then pitch.

Pitching Changes: A pitcher may play in the field after their outing, except as catcher. A pitcher once removed who has not pitched their limit may not return as a pitcher in that game.

Penalties: Please refer to Baseball SA's Pitching Rules for further pitching rules and penalties.

Drop Third Strike Rule: On a catcher's dropped third strike the batter will be called out.

Mandatory Play Rule: No mandatory play rule.

Collision Rule: Runners MUST slide (or give up on the play) if a collision play is likely to occur at a base (except First Base).

Collision Rule Penalty: The runner will be given out. In circumstances where the offending player's actions are deemed negligent and deliberate by the umpire to cause, or attempt to cause, physical contact with a player, the offending player will be ejected from the game.

Batting: Teams may bat up to ten (10) players in the line-up. The 10th batter may bat anywhere in the line-up and is included on the Official Results Sheet as a "starter".

Catcher Speed Up Rule: A courtesy runner for the catcher is mandatory with two out and may be a player who is in the active line up or a reserve.

Consolidated Rules and Regulations for Big League

Age Group: refer to Baseball SA Age Matrix

Pitching Distance: 60 feet & 6 inches or 18.45 meters

Diamond Paths: 90 feet or 27.44 meters

Home Run Fence: Left & Rightfield 300 feet or 91.44 meters & Centrefield 330 feet or 100.61 meters

Ball Size: 9.25 inches

Bat Regulations: Wood/Wood Composite.

Innings: 7 innings (play to innings in Finals)

Game Time: No new innings after 110 minutes with the time being the moment the third out of the previous innings occurs.

Maximum Runs per Innings: 7 runs

Mercy Rule: 15 runs in front in, or on completion of, the 5th innings or 8 runs in front in, or on completion of, the 6th innings.

Team Composition: Teams must have five players to start a game and after 20 minutes must have seven players or a forfeit will apply (7-0).

Pitch Count: Maximum 95 pitches. A pitcher reaching the maximum number of pitches may complete the batter before being removed from the mound.

Pitcher/Catcher Rule: A player cannot catch then pitch, nor may a player pitch then catch. No player may pitch in 2 games on the same day.

Penalties: Please refer to Baseball SA's Local Playing Rules and Conditions for further pitching rules, days rest requirements and penalties.

Automatic Out Rule: When a team plays with eight (8) or less players, no automatic out will be recorded against the vacant batting position. A player who declines to bat or cannot complete their 'at bat' will be recorded as an out.

Mandatory Play Rule: There is no mandatory play rule. Only those players listed on the Team Sheet may play.

Collision Rule: Runners MUST slide if a collision play is likely to occur at a base (except First Base).

Collision Rule Penalty: The runner will be given out.

Catcher Speed Up Rule: A courtesy runner for the catcher is mandatory in all timed games with two out.

Consolidated Rules and Regulations for Senior League

Age Group: refer to Baseball SA Age Matrix

Pitching Distance: 60 feet & 6 inches or 18.45 meters

Diamond Paths: 90 feet or 27.44 meters

Home Run Fence: Left & Rightfield 300 feet or 91.44 meters & Centrefield 330 feet or 100.61 meters

Ball Size: 9.25 inches

Bat Regulations: 2 5/8 inch barrel with BBCOR OR Wood/Wood Composite, no more than 36 inches in length.



Innings: 7 innings (play to innings in Finals)

Game Time: No new innings after 110 minutes with the time being the moment the third out of the previous innings occurs.

Maximum Runs per Innings: 7 runs

Mercy Rule: 15 runs in front in, or on completion of, the 5th innings or 8 runs in front in, or on completion of, the 6th innings.

Team Composition: Teams must have five players to start a game and after 20 minutes must have seven players or a forfeit will apply (7-0).

Pitch Count: Maximum 95 pitches. A pitcher reaching the maximum number of pitches may complete the batter before being removed from the mound.

Pitcher/Catcher Rule: A player cannot catch then pitch, nor may a player pitch then catch. No player may pitch in 2 games on the same day.

Penalties: Please refer to Baseball SA's Local Playing Rules and Conditions for further pitching rules, days rest requirements and penalties.

Automatic Out Rule: When a team plays with eight (8) or less players, no automatic out will be recorded against the vacant batting position. A player who declines to bat or cannot complete their 'at bat' will be recorded as an out.

Mandatory Play Rule: All players on the team sheet must take part in the game for a minimum of 3 defensive outs and 1 plate appearance. Players not listed on the team sheet cannot take part in the game.

Collision Rule: Runners MUST slide if a collision play is likely to occur at a base (except First Base).

Collision Rule Penalty: The runner will be given out.

Catcher Speed Up Rule: A courtesy runner for the catcher is mandatory in a minor round game with two out.

Consolidated Rules and Regulations for Junior League

Age Group: refer to Baseball SA Age Matrix

Pitching Distance: 54 feet or 16.46 meters

Diamond Paths: 80 feet or 24.39 meters

Home Run Fence: Left & Rightfield 250 feet or 76.22 meters & Centrefield 300 feet or 91.44 meters

Ball Size: 9.25 inches

Bat Regulations: 2 5/8 inch barrel with BBCOR OR USA Baseball marking, no more than 34 inches in length.



Innings: 7 innings (play to innings in Finals)

Game Time: No new innings after 110 minutes with the time being the moment the third out of the previous innings occurs.

Maximum Runs per Innings: 7 runs

Mercy Rule: 15 runs in front in, or on completion of, the 5th innings or 8 runs in front in, or on completion of, the 6th innings.

Team Composition: Teams must have five players to start a game and after 20 minutes must have seven players or a forfeit will apply (7-0).

Pitch Count: Maximum 85 pitches. A pitcher reaching the maximum number of pitches may complete the batter before being removed from the mound.

Pitcher/Catcher Rule: A player cannot catch then pitch, nor may a player pitch then catch. No player may pitch in 2 games on the same day.

Penalties: Please refer to Baseball SA's Local Playing Rules and Conditions for further pitching rules, days rest requirements and penalties.

Automatic Out Rule: When a team plays with eight (8) or less players, no automatic out will be recorded against the vacant batting position. A player who declines to bat or cannot complete their 'at bat' will be recorded as an out.

Mandatory Play Rule: All players on the team sheet must take part in the game for a minimum of 3 defensive outs and 1 plate appearance. Players not listed on the team sheet cannot take part in the game.

Collision Rule: Runners MUST slide if a collision play is likely to occur at a base (except First Base).

Collision Rule Penalty: The runner will be given out.

Catcher Speed Up Rule: A courtesy runner for the catcher is mandatory in a minor round game with two out.

Consolidated Rules and Regulations for Intermediate League

Age Group: refer to Baseball SA Age Matrix

Pitching Distance: 50 feet or 15.24 meters

Diamond Paths: 70 feet or 21.34 meters

Home Run Fence: Left & Rightfield 250 feet or 76.22 meters & Centrefield 300 feet or 91.44 meters

Ball Size: 9.25 inches

Bat Regulations: 2 5/8 inch barrel with BBCOR OR USA Baseball marking, no more than 34 inches in length.



Innings: 7 innings (play to innings in Finals)

Game Time: No new innings after 110 minutes with the time being the moment the third out of the previous innings occurs.

Maximum Runs per Innings: 7 runs

Mercy Rule: 15 runs in front in, or on completion of, the 5th innings or 8 runs in front in, or on completion of, the 6th innings.

Team Composition: Teams must have five players to start a game and after 20 minutes must have seven players or a forfeit will apply (7-0).

Pitch Count: Maximum 75 pitches. A pitcher reaching the maximum number of pitches may complete the batter before being removed from the mound.

Pitcher/Catcher Rule: A player cannot catch then pitch, nor may a player pitch then catch. No player may pitch in 2 games on the same day.

Penalties: Please refer to Baseball SA's Local Playing Rules and Conditions for further pitching rules, days rest requirements and penalties.

Automatic Out Rule: When a team plays with eight (8) or less players, no automatic out will be recorded against the vacant batting position. A player who declines to bat or cannot complete their 'at bat' will be recorded as an out.

Mandatory Play Rule: All players on the team sheet must take part in the game for a minimum of 3 defensive outs and 1 plate appearance. Players not listed on the team sheet cannot take part in the game.

Collision Rule: Runners MUST slide if a collision play is likely to occur at a base (except First Base).

Collision Rule Penalty: The runner will be given out.

Catcher Speed Up Rule: A courtesy runner for the catcher is mandatory in a minor round game with two out.

Consolidated Rules and Regulations for Little League

Age Group: refer to Baseball SA Age Matrix

Pitching Distance: 46 feet or 14.02 meters

Diamond Paths: 60 feet or 18.28 meters

Home Run Fence: 200 feet or 61 meters

Ball Size: 9.25 inches

Bat Regulations: 2 ⁵/₈ inch barrel maximum with USA Baseball marking, no more than 33 inches in length.



Innings: 6 innings (play to innings in Finals)

Game Time: No new innings after 110 minutes with the time being the moment the third out of the previous innings occurs.

Maximum Runs per Innings: 5 runs

Mercy Rule: 11 runs in front in, or on completion of, the 4th innings or 6 runs in front in, or on completion of, the 5th innings.

Team Composition: Teams must have five players to start a game and after 20 minutes must have seven players or a forfeit will apply (7-0).

Pitch Count: Maximum is 65 pitches. A pitcher reaching the maximum number of pitches may complete the batter before being removed from the mound.

Pitcher/Catcher Rule: A player cannot catch then pitch, nor may a player pitch then catch. No player may pitch in 2 games on the same day.

Penalties: Please refer to Baseball SA's Local Playing Rules and Conditions for further pitching rules, days rest requirements and penalties.

Automatic Out Rule: When a team plays with eight (8) or less players, no automatic out will be recorded against the vacant batting position. A player who declines to bat or cannot complete their 'at bat' will be recorded as an out.

Mandatory Play Rule: All players on the team sheet must take part in the game for a minimum of 3 defensive outs and 1 plate appearance. Players not listed on the team sheet cannot take part in the game.

Collision Rule: Runners MUST slide if a collision play is likely to occur at a base (except First Base).

Collision Rule Penalty: The runner will be given out.

Base Running: Runners shall not leave their bases until the ball has been pitched and has reached the batter.

Catcher Speed Up Rule: A courtesy runner for the catcher is mandatory in a minor round game with two out.

Consolidated Rules and Regulations for Minor League

Age Group: refer to Baseball SA Age Matrix

Pitching Distance: 43 feet or 13.1 meters

Diamond Paths: 60 feet or 18.28 meters

Home Run Fence: 200 feet or 60.98 meters



Ball Size: 8.5 inches

Bat Regulations: 2 5/8 inch barrel maximum with USA Baseball marking

Innings: 5 innings (play to innings for Finals)

Game Time: No new innings after 90 minutes with the time being the moment the third out of the previous innings occurs.

Maximum Runs per Innings: 4 runs

Mercy Rule: No mercy rule.

Team Composition: Teams must have five players to start a game and after 20 minutes must have seven players or a forfeit will apply (7-0).

Pitch Count: Pitchers may pitch 6 outs or 40 pitches, whichever comes first.

Pitcher/Catcher Rule: A player cannot pitch then catch. A player can catch then pitch. A player cannot pitch in 2 games on the same day. Catcher can only catch in 2 innings (part of an innings represents 1 inning).

Penalties: Please refer to Baseball SA's Local Playing Rules & Conditions for further pitching rules and penalties.

Automatic Out Rule: When a team plays with eight (8) or less players, no automatic out will be recorded against the vacant batting position. A player who declines to bat or cannot complete their 'at bat' will be recorded as an out.

Mandatory Play Rule: All players on the team sheet must take part in the game for a minimum of 3 defensive outs and 1 plate appearance. Players not listed on the team sheet cannot take part in the game.

Collision Rule: Runners MUST slide if a collision play is likely to occur at a base (except First Base).

Collision Rule Penalty: The runner will be given out.

Batting: Teams may bat 9 to 12 batters through the line-up.

Base Running: No stealing, pass balls or wild pitches. Runners only advance on batted balls, walks or hit by pitch

Catcher Speed Up Rule: A courtesy runner for the catcher is mandatory with two out and must be a player who is firstly, not in the active line up or when playing without reserves, the last recorded out.

Drop Third Strike Rule: On a catcher's dropped third strike the batter will be called out.

Tee time: On occasions a player, due to a disability or something similar, may have Baseball SA approval to utilise a tee for their 'at bat'. Hitting off a tee is played just as any other hit, however, the runners and batter may only advance ONE base.

Consolidated Rules and Regulations for Pee Wee

Age Group: refer to Baseball SA Age Matrix

Pitching Distance: 30 to 35 feet or approximately 9 to 10 meters

Diamond Paths: 50 feet or approximately 15 meters

Home Run Fence: 100 feet or 30 meters

Ball Size: 8.5 inch soft-core, injury prevention ball

Bat Regulations: 2 5/8 inch barrel maximum with USA Baseball marking.



Team Composition: Teams must have seven players to start a game. Up to 12 players may bat in the team's line up.

Innings: 3 innings (each team's batting innings is timed to 10 minutes)

Innings Time Keeper: It is suggested the fielding team scorer time keeps during each innings. A batter may finish their 'at bat' when time is called.

Game Time: Approximately 75 minutes.

Maximum Runs per Innings: No limit.

Mercy Rule: No mercy rule.

Scoring: Each team is required to have their own Scorer. Teams get one point per runner that crosses the plate during the offensive batting inning and one point per out in their defensive fielding inning. Scores will not be published on any Media.

Finals: No premiership table will be contested.

Pitching: A coach (or designated coach/pitcher) must throw overarm pitches to the batters of their own team. It is recommended to throw from one knee from approximately 30 to 35 feet (9-10 metres). A bucket of balls should be placed next to the pitcher to keep the game flowing.

Catcher: Players catch in full gear. A responsible ball retriever stands close by the catcher and retrieves the balls that are missed. Balls can be put in a bucket and returned to the coach/pitcher when required.

Batter: Batters face a limit of 4 pitches to try and get their hit in play, after the fourth attempt it is 'tee time' and the tee is brought out to home plate and the batter gets to hit the ball off the tee, batter and runners are only allowed to advance one base on a tee hit.

Base Running: Runners run bases as though there is always 0 out. No stealing, no pass balls. Runners only advance on hits.

Organisation: Being organised is the key. Batters will enjoy more "at bats" and fielders more fielding time if each team's bench during their batting innings is organised and moving. Supervision on the bench, an allocated backup-catcher and tee manager is paramount to keep the game flowing and ultimately rewarding the players with more opportunities to touch the ball.