



JUNIOR BASEBALL BY-LAWS

Version 2.2

Little League Club Competitions

(LL-minor, LL-major, Intermediate League, Junior League, Senior League)

- Pony Girls League
 - Big League (Under 21s) - Divisions 1, 2 & 3
 - Champions Cup Tournament (U13, U15 & U17)



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ADMINISTRATION

1. Authority of By-laws

- A. These By-laws shall apply to all regular season games administered and enforced by the Baseball WA - Junior Competitions Department, through the Baseball WA - Competitions Manager (CM) and the Baseball WA - Operations Support Manager (OSM).
- B. By-laws, as provided in the Constitution provision 9.3, can be amended by the Board of Directors of Baseball WA (BWA) from time to time.
- C. By-laws will be current as at the 1st of October each year.
- D. In these by-laws, unless inconsistent with the context, words denoting one gender shall include the other gender.

2. Finance

- A. Any club which is unfinancial with BWA, the WA Baseball Umpires Association or the WA Baseball Scorers and Statisticians Association shall be subject to such penalty as is consistent with BWA Competitions regulations and the BWA Finance Policy.
- B. Any person owing money to BWA or one of its business partners shall not be allowed to compete in any competition until such time as the outstanding moneys have been paid.

3. Player Eligibility and Clearances

- A. A club can, at any time, clear or release a player of any further obligations to the club. Clubs seeking clearances for players will make application to the respective club using the BWA Clearance On-line process. Players seeking clearances are required to be financial with their original club prior to the clearance being granted. Clubs are required to complete clearances within one week.
- B. Players may play their first game of baseball with any club. There are no residential restrictions on players except if a player has previously played at a tee-ball club that has a formal agreement with a baseball club that has been approved by BWA then such player is tied to the said baseball club.
- C. No player who is registered as a playing member with one club shall be allowed to play with another club until the player has obtained a clearance from the club with which he is already registered. A player is permitted to play with one club and coach at a different club.
- D. Clearance is acknowledged when the former club submits the completed clearance form. The OSM will complete the clearance on the Database.
- E. No clearance shall be granted after December 31st of the current season.
- F. Interstate players must produce a clearance form from their last club with which they played. Use the BWA Player Registration/Clearance form and send the completed form to the OSM.
- G. Playing a player who has not obtained a clearance will result in forfeiture of any game played by the player whilst not cleared and a fine of \$100 per game against the offending club.

- H. Any player who is denied a clearance by their existing club will be eligible to appeal to the Baseball WA Junior Competition Department for a transfer between clubs (assuming no financial commitment still outstanding to their previous club) if:
 - i. They move their place of residence and are closer to the club they wish to transfer to
 - ii. Their parents are separated and they nominate two residential homes in two different locations
- I. Any player wishing to transfer from a club that is not fielding any teams (that the player is age qualified to participate in) in the current season shall be granted an automatic clearance to any club of their choice.

4. Regional Players

- A. Any player residing in a regional area may play with a metropolitan junior baseball club without the need of a clearance from their regional association and may continue to play in their regional competition concurrently.
- B. However, the player may only play for one metropolitan club (cannot transfer to another club). The player shall continue to be considered a regional player and may only participate in their regional charter-based teams.
- C. The player must complete the Dual Registration Form and submit to the OSM.

5. Little League Pathway Players:

- A. Any player changing club that also results in a change of charter without having changed residential address shall be subject to the National Clearance Policy as defined by Baseball Australia.
- B. Any player who transfer from one club to another where the new club is in a different charter to the player's old club, the player shall be ineligible to play in the new charter's All-Star team (tournaments) in any age division for 12 months, unless one of the following exemption to this rule applies, being:
 - C. the player submits a charter clearance request to the old charter committee which is approved, or;
 - D. has completed the charter clearance form and submits such form with the required supporting documents to the OSM and receives OSM confirmation (joint custody arrangements as per LLI rules apply where applicable), or;
 - E. has completed the charter clearance form and submits such form and the required supporting documents to the OSM and receives OSM confirmation.

6. Registration of Players

- A. It is a responsibility of the club concerned to ensure that all players are correctly registered;
- B. The OSM shall deal with all matters relating to registrations and clearances, and may refer any dispute or irregularity to the CM for resolution;
- C. The CM may require the production of evidence either written or spoken from the club or person, to establish bona fide's of matters before them, and may refuse any registration or clearance until such evidence is produced.
- D. All players shall complete and sign an official registration form that the club will keep on file (or Clubs may choose the on-line Registration system to register players). The information from the registration form must then be uploaded to the BWA club database prior to the player participating in their first game.

Failure to do so will result in a \$100 fine for each game that the player participates in prior to being posted on the database.

- E. The CM reserves the right to refuse registration of a player if they consider the player's safety is threatened by participation in baseball;
- F. A player once registered with a club remains a registered member of that club until such time as the player seeks and is granted a clearance to another club regardless of any change in place of residence
- G. Any BWA registered player remains bound by the rules of BWA including the adherence to Policies appended to these By-laws;
- H. The penalty for playing an unregistered player (or playing a registered player outside their age-group without permission) shall be \$100 by the offending club;

Registration Procedures

- i. Clubs are required to use the online Registration process.
- ii. Ensure players have registered on the database before they play.
- iii. Submit Team Nomination Form by the 1st Monday in September.
- iv. Inform the Competitions Manager well in advance of any withdrawal or regrading of teams.

7. Dispensations

- A. Requests relating to playing an age group older than which a player is age eligible will not be considered.
- B. Requests relating to playing an age group for which a player is more than one year too old will not be considered.
- C. Requests relating to playing an age group for which a player is up to one year too old can be granted by the charter committee if all delegates are unanimously in agreement. Such approved requests must be sent to the OSM on the usual dispensation forms at the same time as the first relevant match report (requests that have majority but not unanimous delegate support must be sent to the OSM in the usual way for consideration by the CM.)
- D. **Charter committees** - shall not add restrictions to any dispensation granted. Any player granted an age dispensation shall have the same rights as any player participating in the same competition.

8. Big League, Pony Girls League, Champions Cup - Team Nominations & Fixtures

- A. Clubs are required to nominate teams by submission of the required form to the OSM no later than the 1st Monday in September each year.
- B. The Baseball WA Junior Competitions Department shall be responsible for appointing an appropriate person/s to set fixtures for all PONY Girls League, Big League Competitions as well as the Champions Cup Tournament.
- C. Fixtures must comply with BWA's Competitions Policy.
- D. A club withdrawing a nominated team after the fixtures are finalised (ie uploaded to the Baseball WA website or GameChanger), shall pay a penalty of \$200.
- E. Regional associations affiliated with Baseball WA are required to submit their fixtures to the OSM no later than two (2) weeks prior to the first game.
- F. Two or more clubs from the same charter may nominate a combined team in any Champions Cup.
- G. Clubs may nominate multiple teams in Champions Cup (U13, U15 & U17s).

9. Little League Charter – Team Nominations & Fixtures

- A. A Little League Department Registrar (Baseball WA OSM) shall be appointed and they shall keep a true record of all registered clubs and players, clearances and the results of all games played under the control of BWA.
- B. Clubs, through the appointed club Player Agent, are required to nominate teams by submission of the required form to their Charter Committee no later than the 1st Monday in September each year.
- C. The charter committees shall be responsible for setting fixtures of their own club-based competitions.
- D. Where charters operate a combined competition, the relevant committees shall appoint a fixtures coordinator for such competition. The person appointed must be advised to the Junior Competitions Department and the OSM.
- E. **Exhibition Season (Development)** – commencing at the start of each Little League season (Major and Minor-PP) and for a period of no less than one full round (ie each team plays each other once), fixtures shall be scheduled as ‘exhibition’ and no premiership points awarded for results. Intermediate League & Junior League competitions may also adopt this rule although it is not compulsory.
- F. **It is the responsibility of each Charter ADA to ensure that fixtures for their charter are prepared and forwarded to the OSM no less than two weeks prior to the commencement of the season.**

NOTE: Fixtures are not official until approved by the Competition Manager

10. Little League Charter Committee Regulations

- A. Each charter shall form a committee annually
- B. Allocation of clubs to charters shall be at the sole discretion of the LLDA.
- C. The rules, requirements and powers of the Charter Committee shall be as per “Appendix 1” e;
- D. No person shall serve as Assistant District Administrator of more than one charter at any one time.

The charter committee shall be responsible for:

- i. Developing and enforcing charter-specific by-laws
- ii. Charter fixtures
- iii. Developing and enacting a charter development plan
- iv. Providing an annual development report to the LLDA
- v. Forming and operating all charter-based teams

Coaching Accreditations

All coaches must comply with the national coaching accreditation standards set by Baseball Australia. At present these are as follows (club coaches are defined as any coach that enters the playing field / dugout during a game):

<https://www.sportaus.gov.au/coaching/course>

Minimum Accreditations	
Club Coaches - Little League-Minor - Player pitch and machine pitch	- Working With Children Check - Certification A
Club Coaches - Little League Major through to Senior League - PONY Girls Baseball - Big League	- Certification B (requires Cert A to be completed first)
Charter Assistant Coaches	- Certification B (requires Cert A to be completed first)
Charter Head Coaches	- Certification C (requires Certs A & B to be completed first) Includes Coursework and practical assessment

11.Awards

No individual performance based recognition shall be awarded at Little League levels.

12. Breaches of Regulations

- A. The Board may endorse any suspension or disqualification imposed by any controlling body of baseball if notification of such suspension or disqualification has been placed before the Board in writing;
- B. Any person or club under suspension or disqualification by BWA shall be barred from taking part in any match under the control of BWA, except that unless the offending person was an umpire at the time of the offence they may participate in matches as an umpire during their suspension;
- C. Any association, club or member failing to carry out any reasonable direction of the Board shall be liable to suspension, disqualification or other such penalty as the Board may determine.
- D. Players found guilty of an offence must serve the full penalty in the grade in which the penalty occurred.
- E. All regulations in relation to specific offenses, protests, appeals and reporting mechanisms as determined by the BWA Junior Competitions Department shall apply.
- F. The BWA Board has mandated that the following Schedule of Penalties shall apply:

SCHEDULE OF PENALTIES

OFFENCE	PENALTY
Breach of Pitcher & Catcher Restrictions, and/or; Player not meeting minimum participation requirements	If team won the game – Forfeit Head Coach: 2 game suspension
Playing an unregistered or ineligible player	\$100 per offence and forfeit of game
Playing an uncleared player	\$100 per offence and forfeit of game
Late submission of Game Reports	\$10 per Game Report
Failure to live score	\$10 per Game not scored live
Withdrawal of team after fixtures have been loaded to website	\$200 per team
Approaching/Dissent towards a Community Umpire	2 game suspension
Failure to meet appropriate playing facility standards	\$100 per offence

Payment of Monetary Penalties:

Any monetary penalty imposed in respect of these regulations shall be paid to Baseball WA within fourteen (14) days of receiving an invoice. Should the penalty remain unpaid, the Club shall be declared not financial and cannot participate in Finals / Club Metro Championships or Club Championship Tournaments.

GAME BY-LAWS

1. PLAYING FACILITIES

- A. The following are the minimum requirements necessary for all levels of junior baseball played under the control of Baseball WA. Clubs must ensure all equipment meets safety standards for players, officials, and spectators.
- B. Failure to meet minimum requirements necessary will result in a warning and then \$100 fine per offence.
- C. Competition Managers are to ensure that fixtured venues meet playing facility standards.
- D. Minimum Requirements:
 - i. The 1st base tramline is to be clearly marked.
 - ii. 1st and 3rd foul lines clearly marked for a minimum of 50m from 1st and 3rd bases respectively.
 - iii. Flagpoles, a minimum height of 1.5m are to be positioned at the extremities of the foul lines.
 - iv. 1st, 2nd and 3rd bases to be adequately pinned or of adequate weight to not be easily dislodged on contact.
 - v. Pitching Mounds are mandatory in all player pitch grades.
 - vi. A back net (minimum size 4m wide x 3m high) is mandatory.
 - vii. A designated "dead ball" line from the edges of the back net and parallel to the 1st and 3rd base lines. (white line marking is acceptable)
 - viii. Seats or benches for at least 10 people at each bench area.
 - ix. Shade for all players on the home and visitor's bench.
 - x. 15 litre drinking container with ice for each bench.
 - xi. Provision of a table, chairs and shade for the scorers.
 - xii. Access to both male and female toilets within reasonable distance of the diamond.
 - xiii. Sufficient L screens for pre-game batting practice for all teams.
 - xiv. A Home run 'fence' using plastic cones is mandatory if a fence at the recommended distance is not available. (any batted ball crossing this "fence' but having bounced prior to the 'fence' shall result in a stand-up double).
 - xv. Ground dimensions and set-up as per table 1:

TABLE 1

	Little League Minor-MP60	Little League Major, Minor-PP & Champions Cup U13	Intermediate League / MP70	Junior League, Pony Girls & Champions Cup U15	Senior League, Big League & Champions Cup U17
Base Paths	60 feet	60 feet	70 feet	80 feet	90 feet
Pitching Distance	42 feet (machine)	46 feet	50 feet	54 feet	60 feet 6 inches
Home Run Fence / Cones	Minimum 165 feet	Minimum 200 feet	Minimum 250 feet	Minimum 300 feet	Minimum 300 feet
Back Net (Distances from home plate)	Minimum 25 feet to Maximum 35 feet	Minimum 25 feet to Maximum 35 feet	Minimum 45 feet	Minimum 45 feet	Minimum 45 feet

2. PLAYING THE GAME

AGE LIMITATIONS

- A. Player ages shall be determined as at 31st August 2023. This shall be known as a player's "LEAGUE AGE".
- B. Players shall be eligible to participate in each age group as per Table 2.

TABLE 2

Little League Major	9 to 12 years old inclusive
Little League Minor – player pitch (PP)	8 to 11 years old inclusive
Little League Minor – machine pitch (MP)	7 to 10 years old inclusive
Champions Cup U13	10 to 12 years old inclusive
Intermediate League	11 to 13 years old inclusive
Junior League	12 to 14 years old inclusive
Champions Cup U15	12 to 14 years old inclusive
Senior League	13 to 16 years old inclusive
Pony Girls League	13 to 16 years old inclusive
Champions Cup U17	13 to 16 years old inclusive
Big League – Under 21s	15 to 20 years old inclusive

3. GENERAL PLAYING CONDITIONS

- A. Rules as defined in Table 3 shall apply to individual grades.
- B. Any player may be removed from any game once fulfilling his / her minimum participation requirements – NOTE: this rule may not be used for strategic purposes and must only be used if needed by the player.
- C. On Deck batters are not permitted in any Little League Major or Minor Game.
- D. Base Runner Leaving the Base Early Note: First offence (per player) is a warning, ball is dead, No Pitch, any subsequent offence incurs the following - Penalty: Runner is Out, Ball is dead, No Pitch.
- E. Failure to meet the mandatory play requirements and / or participation restriction rules is a basis for protest. If one or more players on a roster do not meet this requirement, and if protested before the umpires leave the playing field, it shall result (by action of the Competitions Manager (CM)) in the forfeiture of the game (if the team won) and suspension of the team's head coach for the next two (2) scheduled games. **Note:** Mandatory play requirements checked by Operations Support post game and above penalties to apply.

Slide/Collision Rule

The intent of this rule is to ensure the safety of the defensive player while making plays on runners in different circumstances.

- i. A runner attempting to break up a double play at 2nd or 3rd base must slide directly into the base and not beyond the base. It is an illegal slide if; the runner slides away from the base line in the direction of the fielder; the runner uses a rolling or cross body block, or if the runner uses a pop-up slide into the fielder.
- ii. When sliding the runner's lead leg must be below the knee of the infielder and should first contact the base at its nearest side.
- iii. Contact is allowed if the runner; makes a legal slide directly to the base; or is on the ground at the time of contact and the fielder moves directly down the line between the two bases to attempt a play. Interference shall NOT be called.
- iv. If the runner does not slide, he shall not intentionally create contact or intentionally attempt to dislodge the ball on a tag play. On close plays the runner should slide. When the player is obviously out, the runners should get in a rundown, try to avoid the tag, or give themselves up.

Game Penalty:

- a) If a slide is deemed to be illegal, the runner shall be called out.
- b) If the illegal slide has occurred on a forced play, irrespective of what base is involved, the batter runner shall also be called out due to the "interference" of his team mate whether or not the fielder attempts to complete the play.
- c) A Player who intentionally creates a collision or intentionally dislodges the ball shall be called out and ejected from the game.
- d) If "interference" is called, other runners shall not be allowed to advance. Example: bases loaded no outs double play attempt at second base and interference is called. The runners at second and third must return to their original base.

TABLE 3

	Big League & Champions Cup U17	Senior League & Champions Cup U15	Junior League & Pony Girls League	Intermediate League / MP70	Little League - Major & Champions Cup U13	Little League - Minor (PP & MP60)
Games / day	Players may play a maximum of two (2) games per day					
Squad Size	Does not apply	No Team may have more than 15 players in a team roster (a player playing 1 game in a team is classed as part of the roster) Contact the OSM for queries. Pony Girls League: No maximum squad size.			Does not apply	
4-game rule	If a club has more than one team competing in any competition, any player once having played 4 (four) games in one team shall only be permitted to play in that team (when playing in that competition) for the remainder of the season				Does not apply	
Batting Line-up	Traditional nine (9) player batting line-up	Every player on a team roster shall be included in the team's batting line-up for the full duration of the game (this requires a batting line-up length the same as the team's squad size)				
Mandatory Play	None	Any player named on the line-up shall be required to participate in a minimum of six (6) defensive outs	Players must participate on defence for a minimum of six (6) defensive consecutive outs (or three (3) defensive outs if the game duration is three (3) completed innings or less)			
Defensive Changes	Normal substitution / re-entry rules apply		Defensive changes are unlimited and can be made at any time; however players who pitch are limited by pitching limits and rest requirements			
Catching restrictions	None				4 innings per game	
Base Runner Leaving Early	Rule does not apply				Rule applies	
Designated Hitter	Allowed	Not used				

4. SPECIFIC FOR LITTLE LEAGUE MINOR - MACHINE PITCH

Playing Field:

1. The outfield boundary (i.e. home run 'fence') is to be marked out with cones, the distance being 165 feet from home plate.
2. The back-net should be no less than 25 feet and not more than 35 feet from the back point of home plate.

Duration:

1. Games will be played for 1 hour and a maximum of 6 innings - and minimum of 3 innings.
2. The inning in progress at the end of the 60th minute shall be deemed the final inning unless the minimum innings requirement has not been met. **There is NO reverting back to even innings.**

Participation:

1. Players are to rotate fielding position every defensive innings. (Catchers position exempt, however no more than 2 innings in the catchers position)
2. Coaches are to provide a fielding position roster for the game in advance to the scorers.
3. No player may sit on the bench for 2 or more consecutive defensive innings.
4. Players must wear full baseball uniform – shorts are not permitted.

Machine Pitch:

1. The game will be machine pitched, using a Louisville Slugger Blue Flame (UPM45) machine.
2. The machines settings will be agreed to by both coaches prior to the commencement of the game.
3. The machine shall be placed so that its front T Bar is a distance of 42 feet from home plate (MP60) and 50 feet from home plate (MP70).
4. A coach / responsible person from the batting team is to operate the machine.
5. For the first 3 games of the season only; if a batter cannot put the ball into play after 3 strikes the teams coach shall soft toss from the opposite batter's box to the batter, until the ball is batted in play.

Catchers:

1. Catchers must suit up in catching attire of: Skull cap and mask (including **dangling-type** throat guard), Chest Plate and leggings. Protectors are mandatory for all male catchers.
2. Catchers must not remove their Skull cap and mask whilst a batter is attempting to hit a pitched ball. The skull cap and mask can only be removed once a batter has hit the pitched ball.
3. No player may play in the catching position for more than 2 defensive innings per game.
4. In lieu of a suited up catcher in the traditional position, a team may elect to have a non-suited up catcher. This player must start each play safely behind the back net and can only enter the field if the ball is missed by the hitter and needs to be retrieved or the ball is put in play by the hitter.

Scoring:

1. The game shall be scored exactly as a Major League Little League game.

Playing Rules:

1. The fielder playing the pitcher position shall stand to the side or diagonally behind the pitching machine. They may not stand closer to home plate than the T Bar of the pitching machine.
2. No bunting allowed.
3. No infield Fly rule.
4. No Stealing of bases allowed.
5. No warm up pitches for the catcher is allowed.
6. On a ball in play (batted balls) runners may advance until the ball is in possession of the pitcher and the pitcher is inside the infield diamond.
7. On an overthrow that passes the 1st or 3rd base foul line runners may advance until the ball rolls dead. In this case the runners are awarded the base they were approaching (when the ball went dead) only. At home plate the ball is in play on an overthrow if it rebounds off the backstop into fair territory.
8. Runners do not advance on errant pitches by the pitching machine, or errors by the catcher in trying to catch the pitched ball.
9. Dropped 3rd strike by the catcher is an automatic out.
10. Caught foul tip – the batter is out if the ball is caught by the catcher only if the ball has gone *above* the height of the batter's shoulder. A foul tip which is deflected into the catcher's mitt is not out except on the 3rd strike.
11. A ball hit fair beyond the outfield cones on the full shall be deemed a home run.
12. A ball hit fair beyond the outfield cones on the bounce, the batter and all runners shall be advanced 2 bases.
13. If a batted ball hits (unassisted) the pitching machine or umpire it shall be called a dead ball. The count defers back to as it was prior to that pitch.
14. Change of innings are to take no more than 60 seconds.
15. Official baseballs are to be used for the games. It is not necessary to use new baseballs for a game, as long as the balls are in good clean condition and approved by the umpire.

Results:

1. Match reports are to be forwarded to the Operations Support Manager (OSM) in the manner requested by the OSM.

Charter:

1. The Charter Committee shall run and administer all aspects of the Little League Minor-MP competition.
2. The Charter Committee may implement any local by-laws deemed appropriate for local conditions with prior consent of the CM.

5. PITCHING LIMITS

- A. Shall apply to all players regardless of age-group played.
- B. Pitchers once removed from the mound may not return as pitchers in the same game.
- C. Pitching in more than one game in a day:
 - i. Minor League, Little League (Majors), and Intermediate Divisions – A player may not pitch in more than one game in a day.
 - ii. All other divisions – A player may be used as a pitcher in up to two games in a day.

EXCEPTION: A 12-year-old player in the Junior and/or Senior Division is not eligible to pitch in two games in a day.

NOTE: if a Junior or Senior pitcher pitches in more than one game in a day and has not pitched 31 or more pitches in the first game except as noted under the threshold, the total number of pitches that pitcher may pitch in both games combined is the daily maximum of 95 pitches.

- D. A pitcher must be removed when said pitcher reaches the limit for their age group.
- F. Any player, who has played the position of catcher in four (4) or more innings in a game, is not eligible to pitch on that calendar day.
- G. Little League pitchers playing Major and / or Minor-PP may only throw fast balls or straight change ups, Knuckle balls, split fingers, fork balls and curve balls and any other variations are not permitted. If any other pitch is thrown, the Plate Umpire will call “Illegal Pitch”. The illegal pitch call may also be made by a field umpire. If the ball is not batted then the pitch shall be called a “Ball”. If the pitch is hit by a batter, then normal rules of Baseball will apply. Where the ball is batted and an out is made, or the batter strikes out, then the batter runner is not out and the illegal pitch rule and penalty will apply.

Pitching limits - refer to Tables 4.

- H. If a player pitches 1-20 pitches in two consecutive days, one (1) calendar day of rest is required.
- I. If a pitcher reaches a day(s) of rest threshold while facing a batter, the pitcher may continue to pitch and finish the batter they are facing and the pitcher will only be required to observe the calendar day(s) of rest for the threshold they reached during that at-bat, provided that pitcher is removed before delivering a pitch to another batter.

NOTE: Rest periods commence at the conclusion of the player's final assignment in a day followed by the mandated rest requirements which **commence at midnight following the assignment(s).**

Table 4

League Age		Daily Limit				
Days Rest Required		0	1	2	3	4
8	65	1-20	21-35	36-50	51-65	N/A
9	75	1-20	21-35	36-50	51-65	66+
10	75	1-20	21-35	36-50	51-65	66+
11	85	1-20	21-35	36-50	51-65	66+
12	85	1-20	21-35	36-50	51-65	66+
13	95	1-20	21-35	36-50	51-65	66+
14	95	1-20	21-35	36-50	51-65	66+
15	95	1-30	31-45	46-60	61-75	76+
16	95	1-30	31-45	46-60	61-75	76+
17	105	1-30	31-45	46-60	61-75	76+
18	105	1-30	31-45	46-60	61-75	76+
19	120	1-30	31-45	46-60	61-75	76+
20	120	1-30	31-45	46-60	61-75	76+
21	120	1-30	31-45	46-60	61-75	76+
22	120	1-30	31-45	46-60	61-75	76+

6. BLOOD RULE

- A. If any player bleeds during a game, then the umpire shall stop the game and the player shall be removed from the playing area whilst the player receives first aid treatment. Prior to re-entering the playing area, the bleeding must have been stopped, all contaminated clothing and equipment replaced or cleaned and wound covered.
- B. If a player is removed from the playing area whilst base-running, a team-mate shall take the place of the base-runner for the purposes of base-running only with no penalty to the batting team.

7. UNIFORMS

- A. Players – all players entering the playing area including the dugout/bench at any time from pre-game diamond work to the conclusion of the game must be attired in the minimum requirements of (i) Club Cap (ii) Club Playing Top – including unique numbers no smaller than 15 cm and (iii) Club Baseball Pants - white or grey is preferred **NOTE:** All participants of female specific competitions and programs must wear black pants.
- B. Little League coaches and managers must not wear conventional baseball uniforms or shoes with metal spikes but may wear club cap, slacks, shorts and club shirt.
- C. Junior League, Senior League, Pony Girls League & Big League coaches and managers may wear conventional baseball uniforms uniform if they desire, otherwise must adhere to requirements of (b)
- D. The wearing of a double-eared helmet (NOCSAE compliant) is compulsory for batting and base-running. All helmets must be uniform in colour for each team and in good condition.
- E. All base coaches are required to wear protective skull caps. Base coaches aged under 18 must wear a double eared helmet when base coaching.
- F. Any fielder may wear a non-shiny helmet the same colour as the club's cap.
- G. Any person playing the position of catcher or warming up a pitcher shall wear a one (1) piece face mask no matter whether in the bullpen or on the playing field. The face mask will have a dangling-type throat guard attached to it regardless of division. (refer rule 1.17 green book)
- H. No Little League-Major or Minor player is permitted to wear metal sprig footwear in any official BWA Competition of their age group. The sole must be of a fully moulded design i.e. NO screw-in sprigs.

8. EQUIPMENT

Balls

- A. The Home Team will supply two new balls for games in each grade during regular season games. Where games are played at a neutral venue, the team mentioned first in the fixtures shall be deemed the home team. For Finals, the host club is responsible for supplying match balls.
- B. Match balls of the approved type and quality must be replaced immediately and as necessary to complete the game with the required number of balls.
- C. Games will not commence without the required number of approved balls.

D. Approved Balls

- i. **Mizuno MB830, Diamond Ace Major League, ABL Brett BR-100, Easton 600, Wilson A1010, Rawlings ROLB-1, Skyline LK010 & Skyline PK030**

Bats

- A. All bats must comply with Baseball Australia's bat laws.

	TABLE 6
Little League & Below	 <p>USA Baseball marking with maximum barrel of 2 5/8".</p> <p>NO BBCOR Bats allowed</p>
Intermediate League, Junior League & Big League Division 3	 <p>USA Baseball marking with 2 5/8" barrel maximum</p> <p>OR</p>  <p>2 5/8" barrel bat with BBCOR stamp</p>
Senior League & Big League Division 1 + 2	 <p>All NON- WOOD bats must be BBCOR</p> <p>2 5/8" barrel bat with BBCOR stamp</p> <p><u>No USA Bats, BPF Bats, USSSA Bats etc.</u></p>

NOTE: Any player who is a member of a State Team or the Perth Heat Futures may be required to use wood bats exclusively at the direction of the High Performance Manager or respective State Team coach.

9. COMMENCEMENT OF GAMES

- A. The Team Manager/Coach shall, 30 minutes before the commencement of the game, supply the Scorers with official line up information.
- B. The Manager of each team shall hand to the Umpire-In-Chief, five minutes before the official commencement of the game, 2 copies of an official line up sheet listing the starting line up with Uniform Numbers, their order at bat and position in the field.
- C. All games will start on time irrespective of whether teams have completed their pre-game warm ups, unless preceding game or games cause a legitimate delay. If the same Umpires are involved then a minimum of 30 minutes between games is required.
- D. Any alteration to an official Little League or Junior League game start time must be approved by the Charter Competitions Manager (1) week prior to the revised start time, who in turn shall advise the OSM of such decision.
- E. Any alteration to an official Big League or Senior League game start time must be approved by the CM one (1) week prior to the revised starting time who in turn shall advise the OSM of such decision.
- F. At any point prior to the umpire-in-chief taking control of the diamond, the host club may declare the diamond unplayable and one or more games schedules for that day cancelled. The host club shall immediately inform the OSM who shall update the relevant competition system and make post to social media. The host club should also contact any visiting club as early as possible.

10. FORFEITS

- A. A Little League, Intermediate League or Junior League team forfeiting a game must give 48 hours' notice to its Competitions Manager and the other club of its intention to forfeit. The Competitions Manager shall notify the OSM, the other club and the Umpires Association of the forfeit.
- B. A Big League, Senior League or PONY Girls League team forfeiting a game must give 48 hours' notice to the OSM and other club, as well as the Umpires Association.
- C. A game declared a forfeit shall have a score recorded as 6 to 0 for Little League or 7 to 0 for all other grades in favour of the non-offending team.
- D. The minimum number of players to avoid forfeiture is eight (8). Teams will not be penalised with an automatic out when playing with 8 players (Exception: minimum number of players to start and finish a Big League Division 1 game shall be nine (9)).
- E. The team winning a game by forfeit must still submit a match report to the OSM. No player from any team shall be awarded a game played.
- F. Coaches and umpires do not have discretion to reschedule any game that cannot commence due to a team not having the minimum number of players. The forfeit is to be enforced. **EXCEPTION:** The Charter Competitions Manager can reschedule a make-up game should the team fall below the 12 mandatory games per team.

11. TERMINATION OF GAMES

- A. Any game that has not commenced within 30 minutes of the scheduled commencement time due to bad weather or darkness will be called an abandoned game;
- B. Any game called as an abandoned game cannot be rescheduled;
- C. Any game called due to bad weather or darkness with less than one completed inning will be called an abandoned game;
- D. Any game called due to bad weather or darkness with one or more completed innings will be deemed a completed game – the score at the end of the last completed full inning shall stand as the final score

EXCEPTION 1: Big League games must have completed at least three (3) innings to be considered a regulation game)

EXCEPTION 2: The Charter Competitions Manager can reschedule a make-up game should the team fall below the 12 mandatory games per team.

MERCY RULES:

- E. A game will cease when a team has accumulated a lead of 10 runs and the team trailing has batted in 4 complete innings in Little League or 5 complete innings in other age group matches (mercy rule) and the team trailing has not batted in less completed innings than the winning team.
- F. **[Intermediate (50-70) Division/Junior/Senior League]** If after three (3) complete innings one team has a lead of fifteen (15) runs or more, the manager of the team with the least runs shall concede the victory to the opponent.

BASEBALL WA POLICIES:

- G. During any game played under the auspices of BWA, any BWA Official, Board Member, Charter Assistant District Administrator or Umpires Adviser is empowered to terminate a game if in their judgement weather, darkness, or other conditions are such that players and/or spectators are exposed to a significant risk of injury.
- H. Heat Rule - Any game scheduled to be played between 9.00am and 5.00pm on a given day, where the forecast temperature is greater than 39 degrees Celsius shall be cancelled. The forecast shall be as per www.bom.gov.au at 5pm on the day prior and notification of cancellation uploaded to the LLWA website as early as possible. The CM shall ensure all Charter Competitions Managers are informed of such decision as early as possible.
- I. Regular season games cancelled due to weather, darkness, or other conditions will not be replayed. All playoff games will be made up.

12.GAME DURATION

TABLE 7

Grade	Duration	Time Limit
Little League Minor-MP	Maximum - 6 innings Minimum - 3 innings	No new inning to commence after 60 minutes unless minimum innings have not been met
Little League Minor-PP	Maximum - 6 innings	No new inning to commences after 90 minutes
Little League Major	Maximum - 6 innings	No new inning to commence after 90 minutes
Intermediate League	Maximum - 7 innings	No new inning to commence after 1 hour and 45 minutes.
Junior League	Maximum - 7 innings	No new inning to commence after 2 hours
Senior League	Maximum - 7 innings	No new inning to commence after 2 hours
Pony Girls League	Maximum - 7 Innings	No new inning to commence after 2 hours.
Big League	Maximum - 7 Innings	No new inning to commence after 2 hours

NOTE: Should a charter committee wish to adjust the game duration of one of its competitions it shall submit written request of such to the CM for approval.

13.TIME LIMIT GAMES

- A. When the time limit has been reached in a time-restricted game, the inning currently being played shall be immediately declared the last inning of the game, with any rules normally applying to the final inning of a regulation game, being applied to that inning;
- B. Where the time limit has been reached in a time restricted game, and the declared last inning of the game has been completed with both teams possessing an equal score, the game shall be declared a “Tied Game”;
- C. Where both teams have an equal score at the completion of designated innings and the time limit has not been reached, play shall continue until one team leads after equal innings have been played, providing the time limit for the game has not been exceeded;
- D. An inning is deemed to have commenced immediately after the third out is made in the previous inning;
- E. If time limit games are not started on time, the full time allotted should be played so long as completing the game will not be restricted due to curfew, darkness, or the start of a subsequent game.

14.TIME DELAY REGULATIONS

“Speed up Rules” - the intention of these Regulations is to eliminate unnecessary time wasting during games.

A. Batters must:

- i. Move directly into the Batter’s Box;
- ii. Not vacate the Batting box once the Pitcher has received the baseball.
- iii. **GAME PENALTY:** Pitcher can pitch. Each pitch is called a strike.

B. Designated Base Runner

- i. A coach may use a designated runner to replace any base-runner who is injured.
- ii. A designated runner may replace the pitcher or catcher but only when there are two (2) outs
- iii. Where only nine players are available the last batter OUT will be the ‘speed-up runner’.

C. Innings Changeover

- i. Max changeover between innings shall be 90 seconds. The Chief Umpire will call “ball out”.
- ii. **GAME PENALTY:** If the pitcher is not ready within the allocated time, the Chief Umpire shall call “Play Ball” and indicate “One Ball” on the batter if in the opinion of the Umpire the Pitcher continues to delay the game.
- iii. If the Batter is not ready within the allocated time, the Chief Umpire shall call “Play Ball” and indicate “one Strike” on the Batter;
- iv. A “Ball” or “Strike” will be called by the Chief Umpire for each subsequent 10-second delay.

D. Defensive Visits

- i. Only one infielder at any time, (excl Catcher), can go to the mound, and only one such visit per inning will be allowed.

E. Offensive Visits

- i. Offensive visits are limited to three per game.
- ii. An offensive visit shall be called any time an offensive player or coach delays the game for any length of time to talk with another offensive player or coach.
- iii. An offensive player may be a hitter, base runner or on deck batter.

F. Offensive Innings

- i. Little League Major & Minor - an offensive inning is complete with a 3rd out or a 6th run. The offensive inning will end at the completion of the play where the 6th run was scored. More than the maximum of 6 runs may have been scored during the final play, however only 6 runs will be recorded for the inning.
- ii. Intermediate League - an offensive inning is complete with a 3rd out or a 8th run. The offensive inning will end at the completion of the play where the 8th run was scored. More than the maximum of 8 runs may have been scored during the final play, however only 8 runs will be recorded for the inning. Note:
 - The above shall apply for the first five innings except in the bottom of fifth to avoid the mercy rule. No run restriction is applied to the sixth or seventh inning.
 - These rules do not apply to Intermediate League finals.
- iii. Junior League – charter committees may decide to apply rule (i) above to Junior League competition during exhibition series play.

G. Dropped Third Strike

- i. A Dropped Third Strike is an automatic out in Little League Major and Minor Leagues however the normal Dropped Third Strike rule of baseball shall apply in the all other competitions.

15.RESULTS OF MATCHES

- A. Each team shall provide a scorer who shall keep a detailed score for their team and shall be responsible to see that the score book is signed by the umpire and that the game report is submitted;
- B. Team scorers shall sit together and as far away from the team benches as possible. The umpire may designate the position;
- C. All club teams for Little League and below must submit completed game reports by the available methods (refer to OSM) within 24 hours of the game being completed. Failure to do so will invoke a penalty of \$10 per report and further \$10 per report every week that game report is not submitted.
- D. All Intermediate League, Junior League, Senior League, PONY Girls League and Big League matches shall be live scored using Gamechanger. No match report is required unless reporting incidents that occurred during the game that need to be addressed by the OSM. Failure to live score shall attract a \$10 fine per game irrespective of the reason for the live scoring not occurring
- E. Any changes to statistics must be made prior to the first finals game.

16.PROTESTED GAMES

- A. Where the Head Coach protests a game, claiming a violation of Rules, By-laws and/or Regulations, notification must be received by the Chief Umpire at that time in the game and before the next pitch or the next out is made. The Chief Umpire shall ensure each team scorebook is notarised and signed accordingly.
- B. The lack of an Umpire's signature shall not invalidate the protest;
- C. A detailed written report of such incident shall be forwarded to the OSM within 48 hours of the occurrence of the incident;
- D. Protest reports, shall be accompanied by a lodgment fee as set down by the Board. The fee will be refunded at the completion of the hearing unless the protest is deemed frivolous;
- E. The lodgment fee is \$100;
- F. The CM may refer protest reports to the Tribunal Chairman for their consideration at the first available meeting if he / she deems necessary.

17.ALCOHOL

- A. Alcoholic products shall not be sold by members or clubs and / or consumed by members within the confines of the complex within which any game is being played.

18.OFFICIATING

- A. The WA Baseball Umpires Association shall appoint a Little League Umpires coordinator (LLUC) who shall be responsible to Baseball WA for the training, conduct and game performance of umpires in Baseball WA competitions.
- B. Umpires are official representatives of Baseball WA when officiating at Baseball WA sanctioned games.
- C. Umpires must sign the score books in ink and if making a report, follow the procedures as stipulated by Baseball WA Reported Players & Ejection Policy
- D. All grades are to have a minimum of TWO umpires.
- *The plate umpire to be provided by the home team and the base umpire to be provided by the visiting team.*
 - *In the case where an official umpire is provided for home plate, the home team will provide the base umpire.*
 - *Where a game is played at a neutral venue, and the home team is not specifically identified, the team mentioned first in the fixtures shall be deemed the home team.*
- E. Umpires in Chief (Plate Umpire) must be situated behind home plate and wear the necessary equipment i.e. Uniform top (Community Umpire Green Shirt), face masks chest plate, leggings, protective cup, enclosed footwear and dark grey umpiring pants, grey baseball pants or similar.
- Singlets, shorts, thongs and sandals are not permitted.
- F. Umpires in chief are not permitted to umpire from the mound during regular fixtures.
- G. All Umpires in Chief must be accredited 'Community Umpires' by the WABUA.
- i. At the beginning of the season a registry of Community Accredited umpires will be maintained by Baseball WA.
 - ii. The name of the plate umpire will be recorded by the scorers.
 - iii. When a home club has not supplied a Community Accredited Umpire to Plate a LL, IL, JL, SL game they will be subjected to the following escalation of penalties:
 - 1st game offence – a written caution.
 - Every subsequent game where a community umpire is not supplied that club will be fined \$20 per game.
 - iv. Fines must be payable before any of the teams at that club competing in any BWA competition (junior or senior) can participate in finals or club championships.

H. Community Umpires, designated by wearing a Green Shirt, cannot be approached and/or intimidated in any way.

- i. It is expected that spectators, coaches, club officials and players show support for their team but cannot take any action that directly or indirectly conveys dissent or negative connotation towards any action of a Community Umpire.
- ii. This will include players, coaches, officials, spectator must not argue, comment, gesticulate, or communicate in any manner that may convey to the umpire negativity in any form. There is to be no confrontation of a Community Umpire
- iii. Comments or actions directed at their own team which may be overheard or witnessed by the umpire are considered to be indirect communication. These are not permitted and the club and the perpetrator will be subject to penalty under this regulation.
- iv. **Penalty** – The Community Umpire has the authority to immediately cease the game until the club of the offending person(s) take action to remove the offending person(s) from the vicinity of the playing and spectating area.

Zero Tolerance

- A. Baseball WA will enforce 'zero tolerance' to ensure that Coaches and Managers take a proactive role in eliminating Umpire abuse.
- B. No player, coach or manager is permitted to approach a Community 'Green Shirt' Umpire under any circumstances. **NOTE:** A mandatory 2 game penalty will apply for breach of this regulation.

19.FINALS REGULATIONS

CLUB ELIGIBILITY FOR FINALS

- A. Any club that owes monies to BWA and/or Scorers Association and/or Umpires Association ten (10) days before the first game of any Finals shall be disqualified from having ANY team participate in the finals;
- B. If a club is disqualified from competing in the finals as a result of being un-financial then in each grade where that club's teams are disqualified, all other financial teams shall move, in order, up the premiership table. These positions shall constitute the finishing order only for the purposes of playing the finals in each grade.

PLAYER ELIGIBILITY FOR FINALS

Any player who has participated in 5 regular season games for a given team may play finals for that team except;

- A. In the opinion of the CM that a player playing in that team may cause a travesty of the game or bring the game into disrepute.
- B. Any player who missed regular season games due to injury can provide the OSM with a medical certificate outlining the time period the player was not able to play. The player shall be awarded one game credit for each regular season game his/her team played during this period. Game credits will be applied to all age division teams that a player otherwise played in during the season.

- C. Any player who is considered a "late registration" who does not meet the minimum number of games requirement shall be eligible to play for a team in finals on the proviso that (a) the player has not missed any games between the time of registration and the finals series and (b) the player was not a registered member in the previous season.

PREMIERSHIP FORMAT

- A. Standings
- i. Each charter (8) shall, regardless of regular season schedule, maintain their own individual ladder inclusive of all games regardless of opponent.
 - ii. Standings will be in order of WINNING PERCENTAGE, ie: $(\text{WINS} + .5 \times \# \text{ TIES}) / (\text{TOTAL GAMES PLAYED})$
 - iii. If teams are tied in the standings, LLI rules shall apply (Section III - Tiebreaker procedures under Tournament).
- B. Each charter shall have its own finals series for Senior League, Junior League and Intermediate League Competition of at least one week. The format shall be set by the CM.
- C. Where a charter has a low number of teams in an age division, the finals series may be merged with another charter at the discretion of the CM.
- D. The format set by the charter committee must ensure that every team in the competition participates on all days of the finals.
- E. All Big League competitions must have finals rounds with a format set by the CM.
- F. Game duration shall be the same as the regular season matches.
- G. In the event of a tied score play shall continue until one team leads after equal innings have been played (normal 'extra innings' rules).

NOTE: Whilst finals series for Little League are not prohibited, they are to be discouraged.

20.CHAMPIONS CUP – Rules

- A. Game Duration – 1 hour
- B. Squad Size – Unlimited
- C. Batting Line-up – Traditional 9 batter line-up
- D. Mandatory Play – None
- E. Defensive Changes – Normal substitution / re-entry rules apply
- F. Designated Hitters – Allowed (Pitcher Only)
- G. Termination of Game – A new Inning is not to commence within 5 minutes of scheduled finish time.
- H. Innings Changeover – 3 warm-up pitches maximum every Inning
- I. Designated Runners – Can be used for any player -. Limit to 1 per Inning
- J. Speed Up Regulation – Must be used for catchers on 2 outs – cannot be someone in the next 4 batters.
- K. Batters can steal first base on a Wild Pitch or Pass Ball
- L. Drop third strike – shall apply to all ages
- M. International Tie-Breaker – Will commence at the start of every Inning
- N. All batters will commence with 1 ball and 1 strike.
- O. No defensive changes during a defensive inning (Unless due to injury or pitching limits)

APPENDIX 1

CHARTER COMMITTEE

FUNCTION OF A CHARTER COMMITTEE:

A Charter Committee:

- shall be considered a Sub-committee of Baseball WA.
- shall uphold both the spirit and wording of rules, regulations and policies established by Little League International, Baseball Australia and Baseball WA.
- shall be responsible for conducting all business as deemed necessary to ensure that all the charter's club teams are appropriately scheduled to play in competitions.
- shall be responsible for developing and putting into action plans for membership growth.
- shall be responsible for conducting all business as deemed necessary to have representative teams participate in LLI tournament pathways and other pathways created by and / or endorsed by Baseball WA.

MEMBERSHIP TO THE CHARTER COMMITTEE

Persons may become members of a Charter Committee in one of two ways:

1. Be appointed to the Charter Committee by a member club, or;
2. Be elected to an Executive Committee position

APPOINTMENT TO THE CHARTER COMMITTEE

Each member club shall nominate individuals to serve on the Charter Committee. The number of members from each club shall be as follows: 2 clubs in the charter - 4 persons each / 3 clubs in the charter - 3 persons each / 4 or more clubs in the charter - 2 persons each

ELECTION TO THE EXECUTIVE COMMITTEE

Members appointed to the Charter Committee by member clubs plus any other financial member of any member club may seek election to an Executive Committee position.

The Charter Committee shall determine the length of service for each Executive Committee position which shall be at least one year and no more than three years from the date of appointment. This shall be determined prior to the position being filled.

The Secretary shall ensure that any vacant Executive Committee position is advertised to all financial members of member clubs within 14 days of the vacancy. Nominations shall be received by the Secretary no later than 28 days from the advertisement.

Where more than one nomination is received for any vacant Executive Committee position, the successful nomination shall be determined by a vote of those Charter Committee members appointed by member clubs who shall be entitled to one vote each. The successful candidate shall be the person receiving the most votes. In the case of a tie, the Charter President shall cast the deciding vote (where the President's position is being voted on, the longest serving Vice President shall cast the deciding vote - where the Vice Presidents have served for an equal time, the VP-Little League Operations shall take priority).

CONFLICTS OF INTEREST

All members, regardless of method of appointment to the Charter Committee, must consider positions they hold with member clubs or other organisations, and determine whether duties associated with such positions have the potential to place them in conflict with the overall interests of the Charter (ie club v charter).

In such cases, the member would be expected to make a choice between membership of the Charter Committee and the other positions held elsewhere.

CHARTER COMMITTEE VOTING

Where issues tabled at Charter Committee meetings require a decision to be made, and thus a vote is to be conducted, each person on the Charter Committee (both Executive and General) shall be entitled to one vote. Issues shall be deemed as carried if a vote of 50% plus one of the Charter Committee members present vote in favour of the issue. Proxy votes shall not be accepted.

Should an issue be deemed sufficiently urgent by the Charter President that consideration and voting is done via email, such decisions shall be tabled and minuted by the Secretary at the next formal meeting of the Charter Committee.

Members must declare any conflict of interest they have with any issue being tabled and excuse themselves from any voting procedure.

CHARTER COMMITTEE MEETINGS

Charter Committees shall meet, at a minimum, once per month from August through the completion of commitments by all of its tournament teams. Additional committee meetings may be held at the discretion of the Charter President.

The Charter President shall table and have endorsed a meeting schedule for the following 12 month period at the Charter Committee's August meeting annually.

REPORTING TO BASEBALL WA

The Charter Committee (through its President) shall at all times report to Baseball WA (through its District Administrator).

Baseball WA shall always reserve the right to:

- Determine which clubs are members of which charter - ensuring LLI compliance requirements are adhered to.
- Remove an Executive Committee member from his / her position if deemed necessary.
- Veto a decision by the Charter Committee should it feel such decision is not in the interests of the sport.
- Take any additional action that it feels is necessary to ensure that members, clubs and/or the sport are protected.

EXECUTIVE COMMITTEE

STRATEGY, POLICY & COMPLIANCE

LEAGUE PRESIDENT / ASSISTANT DISTRICT ADMINISTRATOR

- Responsible for all aspects of the charter's Annual Key Result Schedule (AKRS) and the annual review process with BWA's consultant.
- Meet with clubs within the charter to (1) collate and understand each club's strategic objectives and (2) encourage each club to align their objectives to the BWA Strategic Plan.
- Represent the charter in discussions with the BWA Board relating to the BWA Strategic Plan.
- Be responsible for creating a charter development strategic plan (and resultant operational plans) and table for charter committee approval. Regularly table the strategic plan for review, ensure it is aligned with the BWA Strategic Plan objectives and assess success in terms of achievement against the objectives.
- Develop selection protocols for tournament team coaches and players and table for charter committee approval.
- Chair all charter committee meetings.
- Create an annual charter committee meeting schedule
- To ensure necessary policies are documented, approved by the charter committee and reviewed annually for relevance and compliance.
- To ensure all rules set by Little League International, Baseball WA and / or Baseball Australia are being fully complied with by the Charter Committee, tournament teams and member clubs.
- To regularly review the performance against objectives of the Operational Management team.
- To review the charter's Development Philosophy document to ensure it continues to follow the guidelines set by Baseball WA and is being implemented by charter personnel.

OPERATIONAL MANAGEMENT

CHARTER COMPETITIONS MANAGER

- Collate team nominations and club scheduling requirements.
- To assume the duties associated with the position of Player Agent as applicable to WA.
- To discuss team nominations with member clubs including discussion surrounding ensuring players meet tournament team eligibility requirements. Sign off the team nomination forms.
- Develop, maintain and enforce local charter by-laws (that do not compromise LLI or LLWA/BWA regulations & by-laws) and table for charter committee endorsement. Submit such to the LLWA Competitions Manager for approval.
- Prepare fixtures for all competitions under charter control and have approved by the charter committee.
- Liaise with equivalent person in other charters to ensure any necessary cross-charter fixture issues are taken care of.
- Receive dispensation requests and table for charter committee approval.
- To act as the charter's Technical Director (ie rules, regulations, compliance requirements).
- To provide all fixtures including mid-season changes to LLWA's Operations Support Manager.

REPRESENTATIVE TEAMS MANAGER

- Develop, publish and implement timetables for all key operational issues relating to the charter's tournament teams.
- Be responsible for the selection of coaches, executive officers and players into representative teams in compliance with the agreed protocols.
- To ensure all members of tournament teams are compliant with Little League International, Baseball Australia and Baseball WA rules and make application (through the LLDA) for dispensation as needed.
- To ensure all aspects of representative team operations are in keeping with the charter's philosophy document.

COACHING AND DEVELOPMENT MANAGER

- To work with the Assistant District Administrator and BWA's Development Manager on implementing the charter operational plan.
- To work with the Representative Teams Manager on implementing charter tournament team selection protocols.
- To ensure the charter conducts a Level 0 umpire course by 30 November annually.
- To work with clubs on developing and implementing plans to increase the number of accredited coaches within the charter.
- To produce and implement operational plans designed to fulfill the objectives of both the charter and Baseball WA's strategic plans, specifically related to membership targets.
- To ensure all aspects of individual development are in keeping with the charter's philosophy document.

OPERATIONAL SUPPORT

TREASURER

- Be responsible for the regular review of and compliance with the charter Finance Policy. Including the operation of a charter bank account.
- To receive all invoices for payment, table at charter committee meetings for approval and make such payment and to receive all incomes and deposit to the charter bank account.
- To table a financial report at all charter committee meetings.
- To be responsible for submitting orders for uniforms and apparel through the required processes

SECRETARY

- Minute all charter committee meetings & submit such minutes to LLDA within 14 days of the meeting taking place.
- Maintain the charter's website and Facebook page.
- To ensure that the charter's website maintains a library of all current policies and the strategic plan.
- To open and maintain a Post Office box (if necessary).
- Prepare and email reports as needed to club delegates as way of communicating charter activities and relevant information – such as fixture changes, tournament team tryouts etc.

GENERAL COMMITTEE

Any person appointed to the Charter Committee by a member club but not taking up an Executive Committee position shall be a General Committee member.

General Committee members may be allocated specific tasks outside the Executive Committee positions at the discretion of the Charter Committee.

Examples of other positions (non-Executive) recommended by Little League International are as follows:

TOURS MANAGER

- Co-ordinate, promote and handle all operations of Charter teams participating in BWA's overseas tours programs and pathways.
- To develop and implement a marketing and promotional plan to all charter members to maximise the number of tours the charter participates in.

SAFETY OFFICER - The Safety Officer coordinates all safety activities including supervision of ASAP (A safety Awareness program), ensures safety in player training, ensures safe playing conditions, coordinates reporting and prevention of injuries, solicits suggestions for making conditions safer.

INFORMATION OFFICER - The information officer manages the league's official home page, ensures that league news and scores are updated on a regular basis, collects, post and distributes important information on League activities including direct dissemination of fundraising and sponsor activities to district, public, league members and media,

serves as primary contact person for Little League regarding optimizing use of the Internet for league administration and for distributing information to league members and displays enthusiasm for using the Internet for league administration, for sharing information and for creating a more enjoyable and efficient Little League experience.

SPONSORSHIP/FUNDRAISING MANAGER -

- Solicits and secures local Sponsorship to support league operations
- Collects and reviews sponsorship and fundraising opportunities
- Organizes and implements approved league fundraising activities
- Coordinates participation in fundraising activities
- Maintains records of monies secured through sponsorship and fundraising initiatives

Role of the Player Agent - taken from LLI

The Player Agent is widely considered the second-most important local club Board of Directors position, with the President being considered the most important. A Player Agent is tasked with overseeing all aspects of the management of playing members of the local club. Separate Player Agents are permitted for separate divisions and levels of play. Whether tasked with overseeing the whole club or individual divisions, a Player Agent must know these five things.

Thorough Understanding of Preseason Tasks

Player management begins in the preseason when players register, tryout, and are selected to teams. This is the busiest time for the Player Agent.

While the Board of Directors, as a whole, will staff registration, it is still the responsibility (with the President) to validate all players' ages and residency.

For tryouts, the Player Agent will ensure notification of the date, time, and location is communicated to all player candidates and prepares the tryout list that managers will use to evaluate players.

Major division teams and above must follow Little League-approved team selection methods (drafts), which is the responsibility of the Player Agent.

Understanding of Player Selection Methods and Options

Player selections is the responsibility of the Player Agent, who must ensure that proper methods (determined by the Board) are properly used and managers are educated in advance of the draft of the selection process. The Player Agent must prepare the draft list, which lists all eligible players for selection.

Additionally, the Player Agent must be aware of the draft process and all rules that apply, such as draft order. Draft options that could come into play must be studied by the Player Agent, who should be aware of them, along with the ability to allow them to be properly used.

Conduction of Strict Roster Management

(Excludes Club championship and Machine Pitch teams.)

The Player Agent should record each team's roster and keep them on file and submit them to Little League. (Player registration data or rosters are both accepted by Little League International.)

Once teams are selected and set, the Player Agent must oversee all teams to ensure those selected to the team are the only ones participating in team activities and ensure players are routinely attending such activities.

During the season, should there be the need for replacements, the Player Agent, along with the team manager, must follow the established process for such replacement. The Player Agent must also provide proper notice to the individual being replaced. The maximum squad size limit of 15 players must not be exceeded.

It is the responsibility of the Player Agent to ensure no manager is mishandling his roster and that all players are being treated equal.

Understanding of How to Release Players

There are four different occasions or types of player releases. Any time a player is released, written notice must be provided by the league.

Non-registrant: Any player who participated with the league in the previous season and is otherwise eligible to register with league for present year, but has not registered prior to the start of the draft. This does require majority approval by the Board of Directors.

Less than 50 Percent of Tryouts: Following the conclusion of all tryout sessions, any candidate that was required to attend 50 percent of the session, but failed to do so, is subject to be released and not eligible for selection to any team in any division. The parent/guardian may submit an excuse, which can be deemed acceptable by majority vote of the Board and permits the child to be eligible for selection to any team in any division (that he or she is otherwise eligible for).

Off-Season Release: Players in the Major Division and above may request to be released during the off-season, which must be approved by majority vote of the Board. If approved, release provides player to selected to another team in a division but not to move down a division.

In-Season Release: A manager may request the Board to release a player during the season. Such release does not permit a child to participate the balance of the regular season with another team or division. The player would have to tryout the following season to be eligible for selection to a team.

Knowledge of Tournament Team Player Requirements

A Player Agent is responsible, along with the League President (ADA) to verify and attest to each tournament team's player age and residency in accordance with Little League regulations. The Player Agent must also ensure which players are eligible for selection to a tournament team. The Player Agent may also be responsible for selection of such teams.

The Player Agent will be required to sign all tournament team affidavits as confirmation the club and players have complied with LLI requirements.