

# **GEELONG BASEBALL ASSOCIATION - JUNIOR WINTER RULES**

These Junior Rules are to be read in conjunction with the GBA Senior Rules.

Unless specified in Junior Regulations normal rules of baseball apply.

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# **GEELONG BASEBALL ASSOCIATION - JUNIOR WINTER RULES**

## **1) Competition Age Groups**

- a) The competition shall be in the groups as determined by the GBA Board as recommended by Junior Committee.
  - i) the GBA Junior section shall administer competitions in the following age groups:  
Tee ball:  
U12: 10 – 11 years of age (can play when they attain their 8<sup>th</sup> birthday)  
U14: 12 – 13 years of age  
U16: 14 – 15 years of age  
U18: 16 – 17 years of age
  - ii) Minimum age is
    - (1) 5 years for Tee ball.
    - (2) 8 years to compete in the U12 competition
- b) Ages shall be taken as the Players age up to and including the 31<sup>st</sup> August of the current season. Unless otherwise determined by the Junior executive or their designate
- c) For the avoidance of doubt, the GBA shall conduct its Competition as per the current seasons Age Matrix

## **2) Dispensation**

- a) Dispensation for Players to play below their age groups may be given by the Executive in exceptional circumstances.

Note: Just missing the age cut-off date or being a first year player are not exceptional

  - i) A club may submit a written application to the Junior Chairperson via the Junior Secretary requesting special consideration for any player to play outside of their regular age group. This request must be signed by a parent and or guardian – refer Dispensation Form under the Junior Section of the Webpage. For a player to play down an age group the request shall be made based on unusual circumstances.
  - ii) This form must be used where any dispensation is being sought for players to play out of their usual age group. Section 1 must be completed by the players club/team coach. The parent and or guardian must complete and sign section 2.
- b) Any Player granted dispensation to play in any game is not allowed to play in the “BATTERY” in any game unless an exemption has been sought and granted by the Executive.
- c) A player can only play in one age group above their age they are ie: A player of 11 years of age can play either U12 or U14 without written application to the Junior Chairperson.
  - i) U12 and U14 players, participating in a higher age group are not permitted to catch in any games in the higher age group.

## **3) Eligibility of players**

- a) All players must be registered on the GameDay database before they take the field for their first game.
- b) If a club has two teams in the same division, a player who plays more than 50% of a season’s scheduled home and away games in one team, then they are bound to that team for the remainder of the season unless approval from the Junior Chairperson has been obtained.
- c) A player playing more than 50% of a season’s scheduled home and away games in an age level is not permitted to play in a lower age group without seeking permission of the Junior Chairperson.
  - i) Failure to comply with provision in this section may result in the Club being penalised as per the GBA Regulations.

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## 4) WWCC

- a) Please refer to the Baseball Victoria WWCC policy which can be accessed here:
  - i) <http://www.baseballvictoria.com.au/Portals/34/2019/WWCC%20presentation.pdf>

Note: Under the legislation, parents do not have to apply for a WWCC if their child is involved in the relevant activity. However, Baseball Victoria does not endorse this exemption and it requires that all parents that meet the criteria set out above apply for and obtain a WWCC.

## 5) Fixtures

- a) The GBA Junior Committee shall determine the fixture.
  - i) Any issue or changes to the draw will be advised via Email and the most recent fixture will be placed on the GBA Website.
- b) Clubs may apply to the Junior Executive for change in game time, location or day.
  - i) All changes need to be approved first by the Junior Executive and by both teams.
  - ii) Teams must follow the below process.
    - (1) Application to the Junior Secretary in writing via email using the GBA Junior Secretary email address.
    - (2) Changes may be approved if Coaches of both teams agree on location, time and day.
    - (3) Changes may be approved if reschedules time does not impact senior competition.
    - (4) Changes may be approved if application is change a game is received by the Junior Secretary with a minimum of 7 full days prior to the schedule game.

## 6) Umpires

- a) Umpires are to be 16 or over.
- b) Home club as listed in the fixture is to provide the umpire.  
Away clubs are required to provide a base umpire where the game is called from behind the home plate.
- c) Umpire fees shall be:
  - i) U12  
1 Umpire - \$30.00 (\$15.00 per team)
  - ii) U14  
1 Umpire - \$30.00 (\$15.00 per team)
- d) Walkover
  - i) Un-notified walkovers the umpire is to receive full payment by the team giving the walkover.
  - ii) Notified walkover no payment is required to the umpire
  - iii) Failure to pay umpire fees due to un-notified walkovers shall result in a \$20.00 fine for such club (Plus the owed umpire fee)
- e) Washouts
  - i) Umpires get paid for un-notified washouts – but must sign the match report
  - ii) Notified washout no payment is required to the umpire.
- f) All umpires are to print and sign their names on the match report in the space provided.

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## **7) Duration of Play**

- a) U12
  - i) 1 hour 30 minutes (90 minutes) or 6 innings
  - ii) 9:00am until 10:30am
  - iii) A Legal Game is when a game has been played for a minimum of four (4) innings or sixty-five (65) minutes of play.
  - iv) There is no 5 minutes rule during normal season games. Games dead stop at 11:30am.
    - (1) If, the home team is at bat and:
      - (i) Ahead – they win
      - (ii) Tied – Game is a tie
      - (iii) Behind – Scores will revert back to the last completed innings.
    - (2) This rule does not apply in the finals.
- b) U14
  - i) 1 hour 45 minute (105 minutes) or 7 innings
  - ii) 8:45am until 10:30am
  - iii) A legal game is when a game has been played for a minimum of four (4) innings or sixty-five (65) minutes of play.
  - iv) There is no 5 minutes rule during normal season games. Games dead stop at 11:45am.
    - (1) If, the home team is at bat and:
      - (i) Ahead – they win
      - (ii) Tied – Game is a tie
      - (iii) Behind – Scores will revert back to the last completed innings.
    - (2) This rule does not apply in the finals.
- c) U16
  - i) 2 hours (120 Minutes)
  - ii) 8:30am until 10:30am
  - iii) A legal game is when a game has been played for a minimum of four (4) innings or sixty-five (65) minutes of play.
  - iv) There is no 5 minutes rule during normal season games. Games dead stop at 10:30am.
    - (1) If, the home team is at bat and:
      - (i) Ahead – they win
      - (ii) Tied – Game is a tie
      - (iii) Behind – Scores will revert back to the last completed innings.
    - (2) This rule does not apply in the finals.

## **8) Visits to the Pitcher by a Coach or Manager**

- a) Rule of Baseball 5.10 shall apply to all Regular Season and Play-off games with the following exception: A second trip to the same pitcher in the same inning will cause this pitcher's automatic removal but they may be moved to another position on the field.

## **9) Time Wasting**

- a) Umpires are to take necessary actions to prevent wasting of time and any acts of deliberate time wasting as defined in Rule of Baseball 7.03 Forfeited Games
- b) The umpire may choose to "Call" a game in extreme cases of time wasting and "Forfeit" the offending team.
  - i) Clubs must record all such incidents on the Match Report Card for consideration by the Junior Executive.

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## **10) Insufficient Players**

- a) 10 Minutes is allowed from the scheduled starting times for a club to obtain the required 7 players.
  - i) Except for finals, clubs may borrow players from other clubs to make up numbers (9).
    - (1) These borrowed players are not to play in the "battery"
  - ii) Such players are to have their club indicated on the match report.
- b) To ensure that players get a game even when they are short the following shall apply.
  - i) If after 10 minutes a team does not have 7 of their own players the opposing team will be awarded the win. If there are sufficient players, players are to be exchanged and a scratch match is to be played.
- c) If the 2 teams have a combined number of players less than 12 the game shall be awarded to the team who has fielded the most players (minimum of 6).
  - i) If neither team has 6 players the points shall be split.
- d) No team may participate in a final with less than 7 players, or borrowed players.

## **11) Match Balls**

- a) Home teams are required to supply two new or good quality baseballs for each game.
  - i) Adequate replacement balls must be available to replace lost match balls during a game.
- b) During Finals all match balls will be provided by the GBA

## **12) Maximum Run Rule**

- a) The maximum number of runs scored by each Team in any one (1) inning shall be five (5)
  - i) Scoring of the fifth (5<sup>th</sup>) run will end the innings.
  - ii) Only five runs may be counted in any innings.
- b) This rule does not apply in the finals series.

## **13) Mercy Rule**

- a) U12 games
  - i) If a team is leading by ten (10) runs or more after four (4) completed innings the game shall be "Called".
  - ii) This rule applies in the finals series.
- b) U 14 games
  - i) If a team is leading by ten (10) runs or more after five (5) completed innings the game shall be "Called".
  - ii) This rule applies in the finals series.
- c) U16 games
  - i) If a team is leading by ten (10) runs or more after five (5) completed innings the game shall be "Called".
  - ii) This rule applies in the finals series.

## **14) Adverse Weather**

- a) A match committee comprising of a Junior Chairperson and two other Board/Pennant Committee members will be the sole judge of whether or not games will start, suspended or cancelled in case of adverse weather.

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- b) If a round is cancelled no points will be awarded. Clubs should leave a contact number with the Junior Secretary to alleviate travel in bad weather.
- c) If an individual match is washed out whilst other games go ahead then the participating teams will share the points.
- d) If a home ground is in poor condition prior to a game then the decision to play should result from consensus from coaches/manages and the umpire.
- e) If such agreement has not been reached on the condition of the ground then the Plate Umpire will make the final and binding decision.
- f) If this decision can be made before the visiting team is due to arrive then that visiting team should be notified by the home team ASAP.
- g) In a wash out a minimum of Seven players need to be listed per team.

## **15) Lightning**

- a) Those associated with Baseball Victoria and its activities should note that the risk of injury from lightning is real, especially for people playing outdoor sports such as baseball.
- b) On game day, the Umpires have the responsibility to decide when it is safe to play baseball, giving consideration to the risk of injury from lightning.
- c) During practice the Club Coach is responsible for deciding when it is safe to be practicing. In the absence of the Club Coach the highest ranking present member of the Club Committee is then responsible.
- d) Players, officials and guests must take shelter in the club rooms or their cars whilst play is suspended. The dugouts do not provide appropriate protection.
- e) Play must not be resumed until it is safe to do so in the opinion of the Umpires (on game day) or the Club Coach (during practice).
- f) Delays to play caused by lightning risk will be considered to be a weather delay in deciding the outcome of a game.

## **16) Presentation of Games**

- a) At GBC (T-Ball, U12, U14 & U16)
  - i) Saints diamonds (GBC 3 & 4) will be set up & packed up by the host club.
  - ii) Guilds diamonds (GBC 1 & 2) will be set up & packed up by the host club.

## **17) Match Reports**

- a) Both Scorers must sit together – Social distancing where possible
- b) The home team is responsible for filling in and handing in the match report, it must include:
  - First and Last names for all players, coaches, assistant coaches, team managers, umpires and scorers
  - Pitchers and Catchers including
    - Innings pitched
    - Pitches thrown
    - Innings caught
- i) Combined Teams
  - (1) The players home club needs to be written on the match card next to the players name
- c) Most Valuable player (MVP) votes are to be given by the umpire on the match report
- d) The umpire must sign the match report
  - i) Umpires should check that all pitchers and catchers have been noted
- e) Walkovers:
  - i) Notification of a walkover is to be emailed to the GBA Junior Secretary and the opposition club and umpire.
- f) The home team shall complete and forwarded the Match Report Card, including full names, pitch counts and innings and catcher's innings played to the GBA Junior Registrar no later than 4.00pm the Sunday after. Donna Northfield – [gba.jnrpress@gmail.com](mailto:gba.jnrpress@gmail.com)
- g) Any complaints, including reports on coaches, players, spectators or umpires are to be written on the match card and signed by both coaches.

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- h) Any report the umpire wishes to make is to be written on the form before the coach's sign, then a full report is to be emailed to the Junior Secretary within 48 hours.
- i) All original Match Report Cards are to be retained by the home club and needs to be stored safely as it may be requested by the Junior Secretary

## **18) Protests**

- a) Protests must be in writing to the Junior Secretary by 10.00 am on the morning following the game. (Via email)
- b) A \$50.00 deposit will be invoiced with each protest. This is forfeited if the protest is deemed frivolous by the Pennant Committee.
- c) Protests must be noted in the scorebook, indicating point in game protest occurred and including the time, score at the time of the protest and on the scorecard.
- d) If a protest is upheld the game will be replayed from point of protest at a time arranged by the Junior Executive.

## **19) Reported Persons**

- a) Should an umpire feel the need to report a person they are to do so via email to the Junior Secretary within 24 hours.
  - i) The Junior Secretary will then advise the Executive Officer and the reported persons procedure will be put in place.

## **20) Playing rules for ALL AGE LEVELS**

- a) Batting through the line-up is optional in all age groups. The decision is to be made at the start of the game between both coaches and the umpire at the plate meeting.
- b) No Metal Cleats in any junior games.
  - i) If any player is found in breach of this rule the player will be asked to change their shoes and not take part for 1 complete innings (6 Outs) before they can take the field again.
  - ii) If a player refuses to take the cleats off then they shall be ejected from the game and reported.
- c) The umpire must make notes on the match report of any ejected player and email the Junior Secretary within 48 hours of the offence.
- d) Coaches should advise all players (especially those new to the sport) that Protective Boxes must be worn throughout trainings and games.
- e) No Parent/Guardians are to be in the dugout at any time or on the field for the duration of the game.
  - i) The team coach and or manager shall ensure compliance with this rule.
- f) Speed up rule for catcher applies after 2 outs.
- g) Intentional Walks are not allowed in any junior competition

## **21) Facemasks (BV-By-Law 17)**

- a) All catchers must wear a mask and a catcher's helmet during infield/outfield practice, pitcher warm-up and games (this includes helmets with built in facemask).
- b) All junior catchers are required to wear a throat guard/protector on their masks
- c) Any player or coach warming up a pitcher must wear a face mask and a helmet no matter whether in the bull pen or on the playing field.

## **22) Anti-collision rule**

- a) Any Player who does not slide or attempt to avoid collision with a fielder or catcher in possession of the ball shall be given out. In such cases the ball will be "dead" and runners will return to the last base legally occupied at the time of, or immediately prior to the collision unless forced to advance.

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## **23) Under 12 - Competition**

- a) Pitchers may pitch for a maximum of 3 innings or their pitch limit – whichever comes first.
- b) A pitcher once removed from the mound may take part in a defensive position other than catcher.
  - i) A player once removed as a pitcher may not pitch again in the same game.
- c) Pitchers in U12 age group may only throw fast balls or straight change ups.
  - i) Knuckle balls, split fingers, fork balls and curve balls etc. are not permitted.
    - (1) If any pitch other than a fast ball or straight change up 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.
    - (2) Teams found to be breaching this Playing Condition will be deemed to have played an “Illegal Pitch” then the penalty applied will be the loss of the game. The loss will be recorded as a 9-0 loss. The non offending team shall receive either a 3-0 win or the score of the game at the time of the infringement, whichever score is better.
- d) Three innings is 9 outs and an innings where the 5 run rule is applied equates to 3 outs.
- e) Catchers may catch for a maximum of 3 innings.
  - i) A catcher after being removed from this position may take up any other position other than pitcher.
  - ii) A player cannot return to the position as a catcher once removed regardless of innings caught.
- f) No player can pitch or catch in the same game.
- g) Speed up rule for catcher applies after 2 outs.

## **24) Under 12 - Dropped 3<sup>rd</sup> Strike**

- a) The batter is out on a dropped third strike and the ball remains live. Base runners may advance at their own risk while the ball is in play.

## **25) Under 12 - Coaches on the Field**

- a) The Fielding team’s coach/manager is permitted to take the field to instruct players provided they do so outside the infield area and do not interfere with normal course of game.

## **26) Under 12 - Bat Rules**

- a) No more than 33 inches in length
  - i) BPF 1.15 marking & 2 ¼” Barrel Maximum
  - ii) USA Baseball marking & 2 5/8” Barrel Maximum

## **27) Under 12 - Stealing bases**

- a) Runners shall remain in contact with the base until the pitched ball crosses home plate. On the first occurrence that an umpire notices that a base runner has left a base early the following process will be observed:
  - i) If the runner “GAINS AN ADVANTAGE” by leaving the base early and the ball is not hit then the umpire will call dead ball and return the runner to the base that was left. If the ball is put into play by the batter then the play shall stand. In either case a warning shall be given to the Head Coach of the batting team.
  - ii) If a second infringement occurs in the same game by a runner gaining an advantage by leaving the base early then the runner will be called “OUT”. Should the batter put the ball into play then the play will still stand.
- b) The pitch will not count towards the pitchers pitch count.

Note: The intent and the enforcement of the rule is so that the team on offense will gain no advantage from having left the base early. It is practical that the Base Umpire have the primary responsibility for observing a runner leaving early. To increase his field of view, the Base Umpire shall position himself beyond the infield and on the right field side of the diamond so that all base runners are in his field of view as the pitched ball reaches the Batter.



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## **28) Under 14 - Competition**

- a) Pitchers may pitch for a maximum of 3 innings or their pitch limit – whichever comes first.
- b) A pitcher once removed from the mound may take part in a defensive position other than catcher.
  - i) A player once removed as a pitcher may not pitch again in the same game.
- c) Pitchers in U14 age group may only throw fast balls or straight change ups.
  - i) Knuckle balls, split fingers, fork balls and curve balls etc. are not permitted.
    - (1) If any pitch other than a fast ball or straight change up 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.
    - (2) Teams found to be breaching this Playing Condition will be deemed to have played an “Illegal Pitch” then the penalty applied will be the loss of the game. The loss will be recorded as a 9-0 loss. The non offending team shall receive either a 3-0 win or the score of the game at the time of the infringement, whichever score is better.
- d) Three innings is 9 outs and an innings where the 5 run rule is applied equates to 3 outs.
- e) Catchers may catch for a maximum of 3 innings (9 outs).
  - i) A catcher after being removed from this position may take up any other position other than pitcher.
  - ii) A player cannot return to the position as a catcher once removed regardless of innings caught.
- f) No player can pitch or catch in the same game.
- g) Speed up rule for catcher applies after 2 outs.

## **29) Under 14 - Bat Sizes**

- a) Shall not be more than 34 inches in length
  - i) 2 ¼" alloy/metal barrel with BPF stamp of 1.15
  - ii) 2 5/8" alloy/metal barrel (no marking required)
  - iii) 2 5/8" composite barrel with BBCOR stamp
  - iv) USA Baseball marking 2 5/8" barrel maximum

## **30) Under 16 - Competition**

- a) Pitchers may pitch for a maximum of 5 innings or their pitch limit, whichever comes first.
- b) A pitcher once removed from the mound may take part in a defensive position other than catcher
  - i) A player once removed as a pitcher may not pitch again in the same game.
  - ii) Five innings is 15 outs. Where 5 run rule applies this equates to 3 outs.
- c) Catchers may catch for a maximum of 5 innings (15 outs).
  - i) A catcher after being removed from this position may take up any other position other than pitcher.
  - ii) A player cannot return to the position as a catcher once removed regardless of innings caught.
- d) No player can pitch or catch in the same game.
- e) Speed up rule for catcher applies after 2 outs.

## **31) Under 16 - Bat Sizes**

- b) Shall not be more than 34 inches in length
  - i) All non wood bats must bear the relevant BBCOR certification marking

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## 32) Determining Ladder and Play-off Positions

- a) All Junior competition ladders and Play-off positions shall be determined by WIN percentage, as follows:

The win percentage of each team is calculated using the equation specified at Equation 1 below. Teams are ranked on the ladder in descending order.

$$\text{Win Percentage} = \frac{\text{Total Wins} + \text{Draws (half)}}{\text{Total Games Played}}$$

Equation 1 Win Percentage

- b) U12, U14 & U16 will play a Grand final only where 1 v 2.  
i) Team 1 will be the home team

## 33) Ground Measurements

- a) Baseball Victoria By-law 12 (Facility & Equipment Standards) shall apply.

	<b>Teeball</b>	<b>Under 12</b>	<b>Under 14</b>	<b>Under 16</b>
<b>Pitching Distance*</b>		46ft (14.02m)	54ft (16.46m)	60ft 6in (18.44m)
<b>Base Paths</b>	60ft (18.3m)	60ft (18.3m)	80ft (24.38m)	90ft (27.43m)
<b>Diamond</b>	84ft 10¼in (25.86m)	84ft 10¼in (25.86m)	113ft 3in (34.52m)	127ft 3 3/8 in (38.79m)
<b>Passed Ball Line</b>	25ft (7.62m)	25ft (7.62m)	40ft (12.2m)	60ft (18.3m)
<b>Home Run Fence</b>	LF: 150ft (45.7m) CF: 170ft (51.8m) RF: 150ft (45.7m)	LF: 200ft (61m) CF: 200ft (61m) RF: 200ft (61m)	LF: 230ft (70.1m) CF: 250ft (76.2m) RF: 230ft (70.1m)	LF: 320ft (97.5m) CF: 320ft (97.5m) RF: 320ft (97.5m)
<b>Home Plate, Pitcher's plate and Bases</b>	Senior/Full Size	Senior/Full Size	Senior/Full Size	Senior/Full Size

## 34) Winter Carnival Eligibility

- a) For a player to be eligible to compete, they must have played in at least one more than half the games available in their respective local League fixtures to each junior championship
- b) Baseball Victoria reserves the right to decline any dispensation that has been put forward by the Associations President or Secretary.
- c) Players must be selected from the relevant age group prior to other age groups.  
i) If insufficient numbers in a particular age group the coach must seek prior permission from the Junior Executive to be able to select players from another age group via the Junior Secretary.

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## 35) Rules for Finals

- a) Finals games will continue until a result is obtained.
- b) Mercy Rule shall apply as per regular season
- c) The maximum run rule shall NOT apply as per Baseball Victoria's Club Competition Rules.
- d) Highest finishing team shall be deemed home team for game presentation and batting.
- e) The GBA where possible will supply umpires for finals
  - i) Where a plate umpire is the only umpire provided, the home team has the opportunity to provide a line umpire. If the home team is unable to do so then the other team will be given the opportunity.
- f) In the event of a washout in finals and if there is a spare weekend available these games will be rescheduled for play.
- g) If a team finished in the top 4 and thus qualifies for finals they must field a team of 7 or more players when playing in a final game.
- h) All players playing in the finals series must be eligible for finals
  - i) To qualify for finals the player must be registered and played no less than 5 games
  - ii) (see section 3 in the GBA Junior Rules).
- i) To assist with having enough players in a final a club that only has 7 qualified players may bring a qualified final player(s) from a lower age group to participate in a final if the player is in their last year of the lower age group (in line with section 2.c). Once a player has been nominated to play up in a finals series from a lower age group they may not go back down afterwards.
- j) Should a team present itself with less than 9 players blanks will be played in the batting order and no fill ins allowed in the field. Blanks are to be recorded as an out.
- k) Batting through the line-up is optional for finals.
  - i) If the coach decides to use this rule he must specify at the plate meeting before the game and is unable under any circumstances to change the line-up aft the game has begun.
  - ii) Each coach may decide on his own line up: for example one may bat 12 and the other only 9.
- l) During Finals – If a batter in the line up does not fulfil their batting opportunity then his/her bat is considered an out.
- m) The 5 minute rules shall apply in all finals
  - i) Five Minute Rule Definition
    - (1) If at the completion of even innings from the call of "side" there remains more than five minutes before the scheduled completion time, a further complete innings shall be played.
    - (2) If at five minutes before the scheduled time of completion the home team is at bat and is ahead the game ceases immediately. If, **Tied or behind** - the game continues until the winning run is scored or the side is retired.
    - (3) If 5 minutes or less remains at the completion of even innings the game shall end.

# GEELONG BASEBALL ASSOCIATION - JUNIOR WINTER RULES

## 36) Summary BV-By-Law 18 (Junior Pitching)

### BV By-Laws 2022 V.2 Junior Pitching and Catching Restrictions

18a Table Junior Pitchers' Game Contribution Classification

A junior pitcher's game contribution will be classified as specified in the Table below and Pitch Smart USA Guidelines

	U12				U14		U16	
Actual Age (not League Age)	8	9	10	11	12	13	14	15
Daily Max (Pitches in Game)	50	75	75	85	85	95	95	95
0 Days Rest	1-20	1-20	1-20	1-20	1-20	1-20	1-20	1-30
1 Days Rest	21-35	21-35	21-35	21-35	21-35	21-35	21-35	31-45
2 Days Rest	36-50	36-50	36-50	36-50	36-50	36-50	36-50	46-60
3 Days Rest	N/A	51-65	51-65	51-65	51-65	51-65	51-65	61-75
4 Days Rest	N/A	66+	66+	66+	66+	66+	66+	76+
5 Days Rest	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A

- 18b The following minimum restrictions apply to all junior games played in Victoria under the auspices of the Association:
- 18b (i) A pitcher reaching the maximum number of pitches is to be removed as a pitcher once he has completed the batter.
- 18b (ii) Any player pitching in a game cannot pitch again in same day
- 18c The rest period referred to in clauses (c), (d) and (e) above commences at 11:59pm on the day that the pitching assignment was completed.
- 18d If any pitcher delivers one pitch in an inning, he shall be charged for one assignment.
- 18e A Balk Pitch delivered to the plate, whether it be hit safe or not shall be considered to be valid for the purpose of recording the number of pitches.
- 18f A "no pitch", e.g. batter steps out of the batter's box and the pitcher delivers the pitch, shall not be included in the pitch count.
- 18g Each game in which a player pitches is considered one assignment
- 18h A player once removed as a pitcher may not pitch again in the same game.
- 18i Pitchers aged 13 and under may only throw fast balls or straight change ups. Knuckle balls, split fingers, fork balls and curve balls are not permitted.
- 18i (i) If any pitch other than a fast ball or straight change up 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.
- 18i (ii) The pitched ball will count towards the pitcher's pitch count.
- 18j A player cannot pitch and catch at any time on the same day.
- 18k The Association and Competition Administrators may impose further restrictions on pitching in games played in leagues and tournaments as considered appropriate from time to time. The permission of the Association is required for changes or conflicts to these By-laws.