JUNIOR BASEBALL BY-LAWS

2026-2027 v1

- **Little League Club Competitions**

Little League Minor Division (Machine Pitch & Player Pitch),
Little League Major, Intermediate League, Junior League, Senior League

- **Under 16s Girls**

- **Big League (Under 21s) – Divisions 1 and 2**

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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 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.

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 money has been paid.

3. Player Eligibility and Club 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 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 or a Dual Registration Permit from the club with which he is already registered. NOTE: 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 and the OSM approves the clearance on the Database.

E. No clearance shall be granted after December 31st of the current season.

F. Interstate players can either submit the clearance request on the Gameday database or 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 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 that is not associated with a Charter Competition may play without the need of a clearance from their regional association and may continue to play in their regional competition concurrently.

B. The player may only play for one club and shall be subject to the National Clearance Policy as defined by Baseball Australia. 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 who transfers from one club to *another and does not reside or go to school in the new club's charter boundary* the player shall be ineligible to play in the new charter's All-Star team (tournaments) in any age division for 12 months.

B. A player will be deemed to reside/stay within the Charter boundary if:

   i. The player is requesting clearance to another club in the same charter or;

   ii. Moves to a club where their residential/registered address is inside that Charter Boundary, and/or;

   iii. The player attends school within the charter's boundary (if selected in an All-Star team the player will need to provide a certificate of enrolment to evidence school attendance - **https://www.littleleague.org/downloads/school-enrollment-form/**)

C. IF such players do not fall into the points stated above, they shall then be deemed to be "redshirted" and cannot play in any Tournament All Star team for 12 months – *this is an LL International requirement and cannot be waived.*

6. Registration of Players

A. It is the responsibility of the club to ensure that all players are correctly registered

B. All players must register on the online Registration database system before the player participates in their first game. Failure to do so will result in a $100 fine for each game that the player participates in.

C. The OSM shall deal with all matters relating to registrations and clearances, and may refer any dispute or irregularity to the CM for resolution;

D. The CM may require the production of evidence either written or spoken from the club or person, to establish bona fide of matters before them, and may refuse any registration or clearance until such evidence is produced.

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;

Registration Procedures

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

7. Dispensations

A. Requests relating to playing in an age group older than which a player is age eligible will not be considered.

B. Requests relating to playing down into an age group for which a player is more than one year too old will not be considered.

C. Requests relating to playing in an age group for which a player is up to one year too old can be assessed by the charter committee if all delegates are unanimously in agreement.

D. League Age 13yo wishing to play in the Major division can be considered and will require a dispensation proposal to be submitted, supported by the local league president and State DA.
NOTE: Only Williamsport (Little League International) can approve such requests.

E. League Age 12yo wishing to play in the Minor division shall complete the Reg V(a) form requiring parent, local league president and State DA sign-off. Approval must meet the Dispensation guidelines.

F. Where application is being made to play outside a player's age group, approval can only be granted by the authorised officer (LLDA) if the application meets one of the criteria below:

1. The player suffers from a physical disability, resulting in the player being unable to adequately compete in their own age division. The request must be supported by a letter from a medical professional.
2. The player is significantly smaller in size than his/her peers. Height and weight measurements and a comparison to the average for age must be detailed.

NOTE: Charter committees shall not add restrictions to any dispensation granted.

8. 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 BWA Junior Competitions Department shall be responsible for appointing an appropriate person/s to set fixtures for all Big League, Senior League and Junior League Competitions.

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 BWA 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.

9. Little League Division – Team Nominations & Fixtures

A. All Clubs, through the appointed Charter Player Agent, are required to nominate teams to their Charter Committee no later than the 1st Monday in September each year.

B. The charter committees shall be responsible for setting fixtures of their own club-based competitions.

C. Where charters operate a combined competition, the relevant committees shall appoint a fixtures coordinator for such competition.

D. Exhibition Season (Development) – commencing at the start of each Little League season (Major and Minor- PP) , *Intermediate League & Junior League – the first 4 games* shall be scheduled as 'exhibition' and no premiership points awarded for results.

E. It is the responsibility of each Charter League President 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 by August 31st.

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".

D. No person shall serve as League President of more than one charter at any one time.

The charter committee shall be responsible for:

- Developing and Enforcing charter-specific by-laws. (Must be approved by the LLDA & CM)
- Charter CM are to report breaches of regulations to Baseball WA Competitions.
- Charter fixturing.
- Developing and enacting a charter development plan.
- Providing an annual development report to the LLDA.
- Forming and operating all charter-based teams.

11. Awards

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

12. Umpire Accreditations

All umpires must comply with accreditation standards set by BWA – Clubs will be issued warnings and directives to attend Umpiring Courses prior to Christmas Break. Following the return to Competition, clubs will be fined $25 per game.

At present the accreditation standards are as follows:

	Minimum Accreditations
All Junior Divisions	- Working With Children Check - Community Umpire Accreditation (Green Shirt)
Fines	- $25 per game

13. 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):

	Minimum Accreditations
Club Coaches - Little League-Minor (Player pitch or machine pitch) - Little League Major - Intermediate League	- Working With Children Check - Certification A
Club Coaches - Junior League - Senior League - Under 16 Girls - Big League	- Working With Children Check - Certification B (requires Cert A to be completed first)
Charter Assistant Coaches	- Working With Children Check - Certification B (requires Cert A to be completed first)
Charter Head Coaches	Working With Children Check - Certification C (requires Certs A & B to be completed first) Includes Coursework and practical assessment

14. Scoring Accreditations

All scorers must comply with accreditation standards set by BWA. At present these are as follows:

	Minimum Accreditations
Little League Minor: - Player Pitch - Machine Pitch	- Working With Children Check - Level 0 Course with WA Baseball Scorers & Statistician Association (WABSSA) - Recommended
Little League Major **Intermediate League** **Junior League**	- Working With Children Check - Level 0 Course with WABSSA (Or Approved Equivalent) - Game Changer Accredited Course – Recommended
Senior League and above	- Working With Children Check - Level 1 Accreditation with WABSSA – Recommended

15. Breaches of Regulations

a. 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;

b. Players found guilty of an offence must serve the full penalty in the grade in which the penalty occurred.

c. All regulations in relation to specific offenses, protests, appeals and reporting mechanisms as determined by the BWA Junior Competitions Department shall apply.

d. The following Schedule of Penalties shall apply:

SCHEDULE OF PENALTIES

OFFENCE	PENALTY
Player not meeting minimum participation requirements	1st offence – Warning Head Coach: 2 game suspension Minimum participation requirements must be met in the next game played
Breach of Pitcher & Catcher Restrictions	1st offence – Warning 2nd offence: 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	$25 per Game Report
Failure to live score	$25 per Game not scored live
Failure to supply Community Accredited Umpire (Green Shirt) following Christmas Break	$25 per Game
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.

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	Intermediate League / MP70	Junior League,	Senior League, Big League
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. 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
Intermediate League	11 to 13 years old inclusive
Junior League	12 to 14 years old inclusive
Senior League	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. On Deck batters are not permitted in any Little League Major or Minor Games.

C. 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.

D. Failure to meet the mandatory play requirements (Regulation IV – The Players, i. – Little Leage Baseball Regulations) 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 financial penalties to the club 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 1	Senior League / Big League 2 and below	Junior League / U16s Girls	Intermediate League / MP70	Little League - Major	Little League - Minor (Player Pitch & Machine Pitch 60)
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. Big League: No maximum squad size.				Does not apply
4-game rule	Does not apply	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 Big League: Does not apply				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) BIG LEAGUE 2 & BELOW CAN ONLY HAVE 14 BATTERS IN THE LINEUP IN A GAME.				
Mandatory Play	None	Any player named on the line-up shall be required to participate in a minimum of six (6) defensive outs and bat at least one (1) time. Exception: No mandatory play for BIG LEAGUE.				
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 MAJORS

Playing Rules:

A. When a player reaches base due to a base on balls (walk), they are not permitted to advance to an additional base for any reason until the next pitch is thrown.
B. A player may advance only one base on a wild pitch (WP) or passed ball (PB) from a pitch that stays within the playing area due to the extended distance from home plate to the bracket that many little league teams are participating on.
C. A player may advance only two bases from the time of the pitch on a wild throw (WT) or error (E) made within the infield that stays within the playing field due to the extended distance to the deadball line on the fields that many little league teams are participating on.

5. SPECIFIC FOR LITTLE LEAGUE MINOR - MACHINE PITCH

Playing Field:

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

Duration:

A. Games will be played for 1 hour and a maximum of 6 innings - and minimum of 3 innings.
B. 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:

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

Machine Pitch:

A. The game will be machine pitched, using a Louisville Slugger Blue Flame (UPM45) machine.
B. The machines settings will be agreed to by both coaches prior to the commencement of the game.
C. 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).
D. A coach / responsible person from the batting team is to operate the machine.
E. For the first 3 games of the season only; if a batter cannot put the ball into play after 3 strikes the teams coach
F. shall soft toss from the opposite batter's box to the batter, until the ball is batted in play.

Catchers:

A. 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.
B. 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.
C. No player may play in the catching position for more than 2 defensive innings per game.
D. 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:

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

Playing Rules:

A. 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.

B. No bunting allowed.

C. No infield Fly rule.

D. No Stealing of bases allowed.

E. No warm up pitches for the catcher is allowed.

F. 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.

G. 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.

H. Runners do not advance on errant pitches by the pitching machine, or errors by the catcher in trying to catch the pitched ball.

I. Dropped 3rd strike by the catcher is an automatic out.

J. Caught foul tip – the batter is out if the ball is caught by the catcher only if the ball has gone *above* the height

K. of the batter's shoulder. A foul tip which is deflected into the catcher's mitt is not out except on the 3rd strike.

L. A ball hit fair beyond the outfield cones on the full shall be deemed a home run.

M. A ball hit fair beyond the outfield cones on the bounce, the batter and all runners shall be advanced 2 bases.

N. 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.

O. Change of innings are to take no more than 60 seconds.

P. 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:

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

Charter:

A. The Charter Committee shall run and administer all aspects of the Little League Minor-MP competition.

B. The Charter Committee may implement any local by-laws deemed appropriate for local conditions with prior consent of the CM.

6. UNDER 16 GIRLS BY-LAWS

A.	Age Range:	11 to 15
B.	Duration:	1.45 hours / 7 Innings
C.	Base Paths:	80 Foot
D.	Pitching Distance:	54 Foot
E.	Home run fence:	Minimum 250
F.	Backnet:	45 feet
G.	Squad Size:	Unlimited
H.	Batting Line-up:	14 Batter
I.	Mandatory Play:	6 Defensive Outs
J.	Defensive Changes:	Unlimited
K.	Catching Restrictions:	None
L.	Pitching Limits:	Shall apply
M.	Designated Hitter:	Not Used
N.	Run Limit:	6 run limit for first 4 Innings

7. 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:

- Minor League, Little League (Majors), and Intermediate Divisions – A player may not pitch in more than one game in a day.
- All other divisions – A player may be used as a pitcher in up to two games in a day.

EXECEPTION: *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.

E. 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.

F. **Prior to the Christmas Break -** Little League pitchers playing Major and / or Minor-PP may only throw fast balls or straight change ups. Other pitches such as 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 (Exhibition Series).

- First 2 weeks - 40 pitch maximum (Can finish batter)
- Second 2 weeks - 60 pitch maximum (Can finish batter)
- No pitcher may start a subsequent inning if exceeding 25 pitches thrown in an Inning.

Pitching limits (Regular Season) - refer to Tables 4.

G. If a player pitches 1-20 pitches in two consecutive days, one (1) calendar day of rest is required.

H. 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.

I. If a player delivers 41 or more pitches, and is not covered under the threshold exception, the player may not play the position of catcher for the remainder of that day. (Little League Baseball Regulation VI – Pitchers, NOTE:)

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+

8. 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.

9. CONCUSSION POLICY

A player who is suspected of having suffered a head injury or concussion (or is knocked unconscious) shall:

1. Keep well hydrated and NOT consume alcohol.
2. DO NOT drive a motor vehicle.
3. Seek IMMEDIATE medical attention if:
    a. Are unconscious for more than 5 minutes.
    b. Develop Visual Disturbance.
    c. Are confused.
    d. Develop Nausea/Vomiting.
    e. Have a headache that is not responding to Paracetamol or Ibuprofen.
4. If in doubt, sit them out.

10. 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, & 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 molded design i.e. NO screw-in sprigs.

I. Players must not wear jewelry such as, but not limited to, rings, watches, earrings, bracelets, necklaces. **EXCEPTION:** Jewelry that alerts medical personnel to a specific condition is permissible.

11. 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:** both teams are responsible for supplying two match balls each.

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

   A. Mizuno MB830, Diamond Ace Major League, 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	USA Baseball marking with maximum barrel of 2 ⅝ ". NO **BBCOR** Bats allowed
Intermediate League, Junior League **&** **Big League Division 2 and below**	USA Baseball marking with 2 ⅝" barrel maximum OR 2 ⅝" barrel bat with BBCOR stamp
Senior League & Big League Division 1	All **NON- WOOD** bats must be **BBCOR** 2 ⅝" barrel bat with BBCOR stamp No USA Bats, BPF Bats, USSSA Bats etc.

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.

12. 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 (Major & Minor), Intermediate 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, Senior League or Under 16 Girls 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.

13. FORFEITS

A. A Little League, Intermediate League or Junior League team forfeiting a game must give 48 hours' notice to its Charter Competitions Manager and the other club of its intention to forfeit. The Charter Competitions Manager shall notify the OSM, the other club and the Umpires Association of the forfeit.

B. A Big League, Senior League or Under 16 Girls 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 credit.

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.

14. 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;

- Any game called due to bad weather or darkness with less than one completed inning will be called an abandoned game;
- 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.

15. MERCY RULES

A. 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.

B. **[All other Divisions]** If after three (3) complete innings one team has a lead of fifteen (15) runs or more, and if after four (4) innings one team has a lead of ten (10) and after five (5) innings, one team has a lead of eight (8) the manager of the team with the least runs shall concede the victory to the opponent.

16. BASEBALL WA POLICIES

A. During any game played under the auspices of BWA, any BWA Official, Board Member, Charter League President 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.

B. Extreme Heat Policy: Refer to Sport Medicine Australia (sma.org.au) – Extreme Heat Policy 2021 for Mitigating Heat Stress Risk.

C. Regular season games cancelled due to weather, darkness, or other conditions will not be replayed. All playoff games will be made up.

17. USING THE SMA EXTREME HEAT POLICY

To predict the heat risk associated with participation in a relevant sporting classification, the temperature and humidity for the location where competition or practice will be taking place needs to be acquired. It is essential that the peak temperature during the time of play is used ***with the accompanying relative humidity at that specific time.*** If the peak relative humidity is used for a particular day, which usually occurs when temperature is lowest, heat stress risk will be over-estimated and competition unnecessarily disrupted or cancelled.

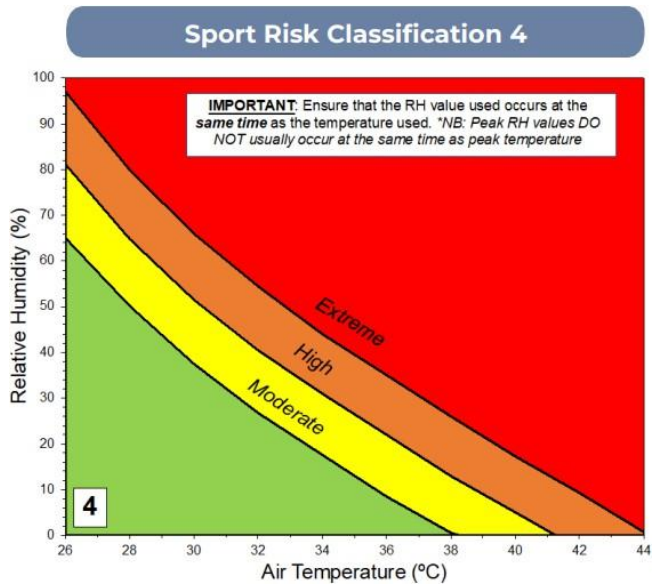
To obtain a forecast of temperature and humidity for the upcoming 72 hours:

1. Visit: http://www.bom.gov.au/places/ and enter your location/post code.
2. Click on: "DETAILED 3-HOURLY FORECAST"
3. Select the specific day/date of enquiry
4. Identify the column with the nearest time to the planned competition/practice
5. Note the "Air Temperature (˚C)" value
6. AND IN THE SAME COLUMN, note the concurrent "Relative Humidity (%)" value found towards the bottom of the entry for that date

NOTE: Reported temperatures and humidity values will only be estimates. The most accurate conditions can be measured locally with devices such as the Environmental Measurement Unit (EMU) from The University of Sydney.

The combined Air Temperature (x-axis) and Relative Humidity (y-axis) should then be plotted on the appropriate figure for your specific sport. The point of intersection of these two values will subsequently fall in one of 4 coloured zones indicating a given level of heat stress risk:

GREEN: Low Risk
YELLOW: Moderate Risk
ORANGE: High Risk
RED: Extreme Risk



18. 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
Under 16 Girls	Maximum – 7 innings	No new inning to commence after 2 hours
Senior 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.*

19. 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.

20. 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.

H. **Adult Coaches Warming Up Pitchers**

i. Managers or coaches are permitted to warm up a pitcher at home plate or in the bullpen or elsewhere at any time including in-game warm-up, pre-game warm-up, and in other instances. They may also stand by to observe a pitcher during warm-up in the bullpen.

I. Intentional Walks (LL Rule 6.08(a)(2))

i. The batter becomes a runner and is entitled to first base without liability to be put out (provided said runner advances to and touches first base) when -

- **ALL DIVISIONS**: the defense elects to "Intentionally walk" the batter by announcing such a decision to the plate umpire. The request may be made prior to or during the at-bat.
- **NOTE 1:** Such notification must be made by the defensive manager. The manager must request and be granted "time" by the umpire and then inform the umpire of the defense's intent to walk the batter.
- **NOTE 2:** The ball is dead, and no other runners may advance unless forced by the batter's award. The appropriate number of "balls" needed based on the count of the batter at the time of the manager's request to complete the Intentional Walk will be added to the pitch count.

21. 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 $25 per report and further $25 per report every week that game report is not submitted.

D. All Intermediate League, Junior League, Senior League and Big League matches shall be live scored using Gamechanger. Game reports must be submitted using the online Game Report by 9am the following day. Failure to live score shall attract a $25 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.

22. 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.

23. 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**.
NOTE: Big League (Under 21s) exempt if only game being played.

24. OFFICIATING

J. The WA Baseball Umpires Association (WABUA) 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.

K. Umpires are official representatives of Baseball WA when officiating at Baseball WA sanctioned games.

L. 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

M. 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.*

N. Umpires in Chief (Plate Umpire) must be situated behind home plate and wear the necessary equipment i.e. Uniform top (e.g. Community Umpire Green Shirt), face masks chest plate, leggings, protective cup, enclosed footwear and dark grey umpire pants, grey baseball pants or similar.

- Singlets, shorts, thongs and sandals are not permitted.

O. Umpires in chief are not permitted to umpire from the mound during regular fixtures.

P. 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.

   Note: New requirement for Charters to have 1 person per Little League team attend a Community Accredited Umpire Course per season as part of their Tournament Eligibility.

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 as Umpires in Chief (Plate Umpire) 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.

Q. 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.

C. 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.

25. 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: (WINS + .5 X # TIES/ (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.

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 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.

The number of individuals from each club shall be as follows:

- 1 club in the charter – 7 persons
- 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

All Charter positions must be held by individuals officially recognised by their respective Charters. These individuals shall serve on the Charter Committee at the discretion of their Charter. Similarly, club delegate representatives shall serve at the discretion of their respective clubs.

An individual's service on the Charter Committee shall conclude under any of the following conditions:

1. The Charter withdraws its endorsement of the individual's membership on the Charter Committee.
2. The club withdraws its endorsement of the individual's membership as a club delegate on the Charter Committee.
3. The individual voluntarily resigns from the Charter Committee.

When a vacancy in the required number of individuals from a club occurs, the club must appoint a replacement to the committee within twenty-eight (28) days.

ELIGIBILITY FOR EXECUTIVE COMMITTEE ELECTION

Any individual who is appointed to the Charter Committee by a member club, or a financial member of an affiliated member club, shall be eligible to seek election to a position on the Executive Committee.

Club delegates serving on the charter committee shall be entitled to vote in Executive Committee elections.

In the event that a position on the Executive Committee remains vacant following election night, or becomes vacant during the season, the Charter Committee shall appoint a current committee member to fill the role or, if no suitable internal candidate is available, nominate a member from an affiliated club to assume the position.

Any Club delegate member who does not hold a position on the Executive Committee shall serve on the committee as a general member.

CONFLICTS OF INTEREST

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

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 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 votes in favour of the issue.

Proxy votes shall not be accepted.

Should an issue be deemed sufficiently urgent by the League 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.

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 League President.

The League 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.

COMMITTEE POSITIONS

STRATEGY, POLICY & COMPLIANCE

LEAGUE PRESIDENT

- Responsible for setting and planning to achieve the charter's Key Performance Indicators and the annual review process with BWA's consultant, including active usage of Game Plan.
- Meet with clubs within the charter to collate and understand each club's strategic objectives to ensure that the Charter's objectives are aligned.
- Understand Baseball WA's Strategic Plan to ensure that the Charter's objectives are aligned.
- 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 committee's performance against objectives.
- 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 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 BWA regulations & by-laws) and table for charter committee endorsement. Submit such to the BWA Competitions Manager for approval.
- Prepare fixtures for all competitions under charter control and 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).

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 and executive officers 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 League President 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 or promotes a Community Accredited Umpiring Course 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 income and deposit to the charter bank account.
- To table a financial report at all charter committee meetings.
- To be responsible for all aspects of BWA's uniform and apparel program including reviewing the range-board, coordinating orders through the kit-store (password protected), ensuring retail store links are published and ensuring everyone associated with the charter is adhering to BWA's uniform policy including the usage of logos.

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 social media pages.
- To ensure that the charter's website maintains a library of all current policies and plans.
- 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.

PLAYER AGENT

- Responsible for all aspects of the management of playing members of the member clubs.
- Shall work with each member club to ensure that players are placed into appropriate teams, clubs are nominating appropriate teams and competition structures best serve the needs of the member clubs, players and overall charter.
- For tournament team 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.
- Player selection 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 selection process. The Player Agent must prepare the draft list, which lists all eligible players for selection.
- The Player Agent shall work with the member clubs to ensure all teams are adhering to the maximum squad size regulations. 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 replacements. 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 equally.
- Along with the League President 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.
- **LITTLE LEAGUE DATA CENTRE (LLDC)** – the Player Agent shall have access to the LLDC and shall:
    - Enter all player, manager and coach information for all tournament teams.
    - Print and sign (if applicable) documents generated by the LLDC and ensure other people such as the League President and parents have also signed as needed. This includes affidavits, boundary maps and player verification forms.
    - Ensure that all supporting documentation is obtained and collated as needed.
    - Ensure that all waivers are requested, and approvals included with team paperwork as needed.

Positions (non-Executive) recommended by Little League International

TOURS MANAGER

- Co-ordinate, promote and handle all operations of Charter teams participating in BWA's overseas or interstate 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