

Far North Coast Baseball Association Inc.

Addendum to Local Rules

These rules are specific for the Norths Major League Baseball team for the 2021 season. If nothing mentioned here refer to FNCBA local rules and the rules of baseball.

- Where possible Norths Major League team to use players from within their club to fill shortfalls.
- Norths to select players from Division 1, Division 2 and Division 3 from other clubs to fill shortfalls in their Major League team..
- Home clubs to have first option on players.
- If Norths make the finals in Major League they may use players from the teams in other clubs that did not make the finals from Division 1, Division 2 and Division 3 however they can only call on players that were used in their side during the season.

Seniors 20 years and over

Far North Coast Baseball Association Inc.



Since 1937, Home of the FNC
TIMBERJACKS

LOCAL PLAYING RULES

This includes rules specific for junior teams

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Preamble

1. In general, the Official Baseball Rules will govern all Far North Coast Baseball Association (FNCBA) fixtures. In certain circumstances, however, these rules require modification to assist in the smooth running of the game at our local level. Such modifications will be known as "FNCBA Local Rules".
2. These rules may not and cannot be adjusted or manipulated in any way by any club or official, without the expressed written permission of the FNCBA Board of Management (BOM). Clubs or individuals who infringe these rules will be dealt with by the FNCBA BOM.
3. Changes to the FNCBA Local Playing Rules shall be reviewed by the Association's Rules Committee and recommendations to be forwarded to the BOM at the commencement of each season. A 75% Association Council is required for rule changes to be adopted. This is outlined in Appendix A.
4. The FNCBA BOM will determine the method of conducting the season's competition;
5. The competition in all grades and age divisions down to junior league will be played in two parts to be termed the **Minor Premiership** (Regular Season) and the **Major Premiership** (Post Season). In the little league and lower age divisions, the competition will be played in one part only.
6. At the beginning of each season, the FNCBA BOM will decide how both parts of the competition are to be played.
7. Prior to the commencement of each season, the FNCBA BOM will appoint a Senior Registrar who will draw up a *Fixtures Schedule*, or be responsible for delegation of as appointed by BOM, which will clearly set out the competition in each grade.
8. In that Fixtures Schedule, the first named team will be the "Home Team", occupy third base dugout, have **second** use of the diamond for pre-game warm up and field first. The second named team will be the "Visiting Team".

THE FNCBA BOARD OF MANAGEMENT SHALL BE EMPOWERED TO RULE UPON MATTERS NOT SPECIFICALLY DEALT WITH IN THESE RULES, OR COVERED BY THE OFFICIAL BASEBALL RULES

THE MINOR PREMIERSHIP

Section A: Points

Premiership points shall be awarded as follows:

Win	3 points
Tie	2 points
Loss	1 point
Win (by forfeit)	3 points
Loss (by forfeit)	0 points
Bye	2 points
Washout	2 points
No-Game	2 points

Penalty for forfeit if no notification is given or insufficient team members turn up for game. Team will need to explain to FNCBA BOM why forfeit occurred, and a penalty enforced as per Schedule of Penalties.

Section B: Club Championship

1. A Club Championship shall be competed for annually. Clubs will earn points in this Championship in all grades from junior league up to the Major League.
2. If there is more than one club team in a Division/Grade, only the club team gaining the highest points will be taken into account.
3. In the event of a nominated composite team being made up of members from two or more Clubs in a junior division, the points shall be allocated according to the percentage of registered team members and coaches contributed to that team.

Section C: Uniforms

1. Major League and Division 1 players **must wear full** club playing uniform for all games. The uniform includes the Playing Shirt, Playing Pants, Undershirts and Playing Cap.
2. All players and coaches (both Senior and Junior) must wear full club playing uniform. Newly registered players (except Major League and Division 1) have a maximum of four weeks to obtain the correct uniform. After this time, Umpires or Scorers shall record uniform breaches on the back of game cards for the attention of the FNCBA BOM.
3. Sponsorship signage on uniforms is permitted; however, nothing resembling a baseball is permitted. All sponsors names, size and placement of the signage **must** be endorsed by the FNCBA BOM.

Section D: Field Dimensions

Field Dimensions

Grade	Game	Basepaths	Pitch Distance	Centrefield Distance	Bases
Division 3	Baseball	90 feet	60 feet 6 inch	Open	Permanent
Division 2	Baseball	90 feet	60 feet 6 inch	Open	Permanent
Division 1	Baseball	90 feet	60 feet 6 inch	Open	Permanent
Major League	Baseball	90 feet	60 feet 6 inch	Open	Permanent

Section E: Balls, Bats & Shoes

1. The FNCBA BOM will decide upon the type and brand of baseball to be used in all fixtures throughout the season. These, and only these balls, will be used in FNCBA competition games (unused prior year balls may be used as per FNCBA direction).
2. In **Major League and Division 1**, each club will supply a **new baseball** and a **suitable backup ball** to the Umpire in Chief (UIC) at the start of each game. In other Senior grades the UIC must be satisfied with the quality and condition of the balls submitted for play;

Grade	Balls	Bats	Shoes
Division 3	Easton 777	-3 ounces or heavier	Metal Cleats Permitted
Division 2	Easton 777	-3 ounces or heavier	Metal Cleats Permitted
Division 1	Easton 777	-3 ounces or heavier	Metal Cleats Permitted
Major League	Easton 777	Wood	Metal Cleats Permitted

Females playing Senior Baseball (Excluding Major A) are permitted to use Baseball bats - 5 ounces or heavier.

Section F: Pre-Game Routine

NOTE: Clubs must familiarise teams with the pre-game routine to be observed:

1. The Home Team shall occupy third base dugout and the Visiting Team shall occupy first base dugout.
2. Warming up on the infield, unless undertaking an infield/outfield routine is strictly not permitted.
3. Warming up in foul territory between first and third bases and home plate is strictly not permitted.
4. Umpires will arrive at home plate five minutes prior to the scheduled starting time. Both team Managers will approach the plate at this time, hand required game balls and line-ups to the UIC. The line-ups will consist of at least two (2) pieces (the original for the UIC and a copy for the opposition manager).
5. The UIC will check both line-ups, hand copies back to the appropriate managers and retain original line-ups.
6. Umpires and managers will discuss ground rules and playing regulations as applicable.

Section G: Game Duration

Grade	Start	Finish	Standard Innings	Mercy Rule	Max Runs/Innings
Division 3	12.30pm	2.30pm	9 innings	after 7 innings	n/a
Division 2	2.45pm	4.45pm	9 innings	after 7 innings	n/a
Division 1	12.30pm	2.30pm	9 innings	after 7 innings	n/a
Major League	2.45pm		9 innings	after 7 innings	n/a

Please note, these are standard times, games times are subject to change.

All Major League games will be nine-innings games unless stated in the **Fixtures Schedule**. If the scores are equal after nine-innings then the international rules will apply to break the tie. i.e. the last 2 batters of the previous innings will occupy 1st & 2nd base in their batting order and the game will continue until a result obtained.

1. All games in other senior grades are nine innings or time, whichever comes first. The duration of time limits for day and night games shall be as stated in the **Fixtures Schedule**;
2. If either team is leading by 10 runs or more the game shall be called after the completion of the abovementioned "Mercy Rule" time.
3. Double Headers: If a double header is scheduled in any grade, such games will be seven (7) innings for Major League or Two (2) Hours for any other Division/Grade. In Major League, in the event of a tie after seven (7) innings in a double-header, the game will continue until a result has been reached. The second game of the double-header fixture shall start twenty

minutes after the first game ends. **Please note, that games played on separate days do not constitute a double header. Games rescheduled to result in two games on a particular day do not constitute a double header unless advised by the FNCBOM.**

4. All time games will finish at the time set down in the *Fixtures Schedule*, except for circumstances covered in the following instances:
 - a) If the top of an innings is in progress when the allocated time for a game expires, the UIC will call game immediately.
 - b) If the bottom of an innings is in progress when the allocated time expires, that part of the innings will be completed. The maximum time allowed for such completion of the innings shall be **fifteen (15) minutes**. At the end of this time, the batter at the plate will complete his/her turn at bat and the game will thereupon finish. If the winning run is scored in this half innings, the game will end immediately after that runner crosses the plate. If the winning run should result from a home run, then all runs batted by that hit will score.
5. The UIC will be the official timekeeper. The UIC may instruct the scorers to assist with the official timekeeping. Scorers shall give at least five (5) minutes warning to the UIC of the approach of the scheduled finish time.
6. In all time games, a regulation game has been played once playing time has exceeded half of the allocated time.
7. If the UIC calls “game” before the allocated time, the result of the game will be determined by the score at the last even innings (unless the home team is in front during the inning in which “time” is called).
8. Where a game of fewer than the respective minimum number of innings or one half of the playing time has not been completed, this will result in a no-game.

Section H: Speed-Up Rules

1. In “time” games only. In the event that the *visiting team* draws level or takes the lead in a game, it shall have the right **once, and once only** in a game, to forfeit its remaining “outs” in that half innings. This is done by informing the UIC. The UIC shall immediately inform the Opposition Team Manager and scorers and instruct the home team to leave the field and prepare to bat. This declaration must be made prior to the allocated finishing time of completion of the game. If the visiting team comes to bat again, it shall resume from when the declaration was made (i.e. no automatic outs are recorded for the declaration of an inning);
2. **Between innings** in all grades, the UIC shall allow approximately **one minute** between the last play of one-half of an inning and the first pitch of the next (Pitchers and catchers are to be encouraged to move quickly into position in order to fit 5-6 warm up throws between innings). Each starting pitcher (or new pitcher) shall be allowed a maximum of 8 warm up throws.
3. The batter will take his/her signals from the coach in the batter’s box. The UIC will hold the pitcher until the batter is settled;
4. There is to be no runner for the catcher in any grade.

Section I: Grounds/Fields

1. All nominated fields must be available for the commencement of the FNCBA competition as per the *Calendar of Events*, unless FNCBA BOM grants an exemption;
2. Prior to the commencement of each season, the FNCBA BOM will inspect all fields and complete a **Grounds Evaluation Form**;
3. All fields must be marked accurately to the satisfaction of the umpire of each game. Marking must be to the correct dimensions as per the *Rules of Baseball*. Markings must include at least foul lines and coaches’ boxes;
4. Clubs must keep all grounds/fields in a clean and tidy condition at all times. Grounds must be free from dangerous objects, e.g. rocks, glass and all other obstacles likely to cause injury to players, officials and visitors;
5. Clubs must maintain all fields to FNCBA approved standards. If FNCBA withdraws grounds from use pending rectification, no FNCBA games (Junior or Senior) can be played on those

- grounds until FNCBA BOM declares them satisfactory;
6. All Major League Grade clubs' grounds must have a properly enclosed home run fence. Division 1 grade clubs' must have either properly enclosed home run fence or witches hats as home run boundary;
 7. The host club shall provide a clearly defined dugout; seating and shade cover for both teams, and seating and shade cover for scorers;
 8. Clubs hosting finals are required to have a groundsman on site to maintain the field throughout the day;
 9. All fields, where possible, shall provide wet weather ground covers for the pitchers and the home plate areas.
 10. **Grounds 3 & 4 have artificial mounds. Rubber shoes only. NO METAL CLEATS.**

Section J: Bad Light/Wet Weather

1. The fitness of playing fields up to a time *two hours* prior to the commencement of play is a decision to be made by the Home Club. Should the field be unplayable, the home Club is to notify FNCBOM appointed Grounds person (or in their absence an alternate Board Member) for final authority of field closure;
2. If wet weather threatens play, the Home Club must make its decision and:
 - Communicate that decision to local radio before **7.00am** should the field be closed for the day (or immediately should the decision be made to close field during the day). Those decisions will also be placed on a recorded message on the Association phone at Albert Park (02 6622 8268);
 - Clubs outside Lismore are encouraged to place a message on that number for access by travelling teams;
 - Advise the relevant FNCBA BOM and opposing club immediately (or as soon as practical) prior to the scheduled game start time should the field be closed for play;
 - Wet weather contacts are available on the FNCBA website.
NOTE: Notification of closed or unsuitable grounds shall be to the person nominated by Club's as their wet weather contact (*see Club Contact Schedule*).
3. Games are to be called off one game at a time, unless it is obvious that the ground is unplayable for the entire day; The Home Club is responsible for doing everything possible to ensure that the field is safe for play. Up until the start of the game, the Home Club delegate will determine whether the field is playable. Once the home team line up sheet is provided to the UIC, the field condition it is solely the UIC's decision.
4. If a game in progress is interrupted by rain, the UIC may suspend the game as per the *Rules of Baseball*;
5. If a game commences, but is rained out before it becomes a regulation game, scorers must still complete game cards (with only players that have participated in that game) and forward them to the relevant Registrar;
6. The "calling" of a game because of light is entirely a matter of judgement for the UIC;
7. Where there are lights available they will be turned on at the discretion of the UIC when required to complete the game.

Section K: Players and Coaches

1. All teams shall field a maximum of nine players.
2. When a team does not have a full complement of nine players in **Major League and Division 1**, it shall be deemed to have forfeited the game.
3. In Senior grades below Division 1, teams may take the field with **8 players**. Teams in these grades with less than eight players will forfeit the game.
4. If a player in grades (including Juniors) below Division 1 leaves the game due to ejection, illness or injury and so reduces the team to a forfeit situation, another player previously replaced may re-enter the game. This can occur only if no other bench player is available;
5. A player may participate in a game even if that player is not listed on the line up sheet handed

to the umpire at the start of the game (that player to be added to line up sheets once notified).

A player shall be listed on the game card only when that player enters the game;

6. All players playing in the Senior competition must be registered in their appropriate grade
7. **Floating Players:** Any players from their club's second lowest Senior team may play down to the lowest Senior team, however, this may only be one grade. These players are described as "floaters" for the purpose of this rule. Only 3 floaters can be used at any one time. Floaters may only be used if no regular player from that team is available. Floaters can only be used to prevent a forfeit (not fill the team and **no** automatic outs will apply). Floaters may only play in the outfield. Should no floaters be available or where a floating rule does not apply, the lowest grade of a club may use players from another Club in the same division, or a junior not nominated in a higher Senior grade. These floaters may return, at any time during the game, to play in their registered club
8. **Pitchers:** The maximum number of pitches that any Senior grade pitcher in FNCBA competition will be allowed to throw in one weekend is **130** plus complete the batter at bat. If a pitcher exceeds **75** pitches over a weekend, he will **NOT** be permitted to pitch in another outing again during that weekend. Refer pitching count rules. For the purposes of this rule, a "weekend" commences on Friday at 5pm and continues until Monday morning. For information on Junior Pitching allowances, see **Junior Rules Section**; Big League & under 20 players playing in the senior competition must adhere to the junior specific rules.
9. **Pitching Visits:** In all FNCBA Competitions, a second visit to the pitcher in the same inning will be allowed without penalty of automatic removal of the pitcher from the game. However, player must be removed from the mound and can not return to the pitching position for the game's entirety (including any delay, postponement or replay);
10. **Juniors in Senior Grades:** In the FNCBA Senior competition Under 18 (league age 17) eligible players may participate in any senior grade and must be registered in their appropriate grade.

In addition Senior League and Junior League age eligible players league age 14, 15 & 16 who

- a. are granted consent by the FNCBA Director of Coaching; and
 - b. have lodged a FNCBA Consent Form signed by the players parents/ guardians may play in the FNCBA Senior competition providing all the rules which govern juniors playing in senior grades are fully complied with.
 - c. Senior League and Junior League age eligible players playing in Senior competition must be registered in their appropriate senior grade and shall only be permitted to play to the level assessed by the FNCBA Director of Coaching
 - d. Senior League player's league age 14, 15 & 16 to be eligible to pitch and catch in senior grades and/or be approved to play Major League must be approved by the FNCBA regional Director of Coaching or authorised substitute.
 - e. also where necessary Tee Ball, Little League, Junior & Senior League players are required to get permission from the FNCBA Director of Coaching or authorised substitute to pitch and catch in the junior grade above their division.
11. When junior players participate in senior fixtures, senior coaches must be aware of the junior pitching and catching rules. Breaches of these rules will be considered as serious offences by this Association.

Penalty: The coach, club executive and player concerned will be cited to appear before the Judiciary. BNSW and BA will be notified of any breach.

12. **Juniors playing for more than one club:** Any junior player, including Under 20's, wishing to play senior baseball with another club must forward a letter of application to the FNCBA Secretary. If consent is given, that player must wear the full uniform of the second club, and his participation in Senior games is governed by the Junior rules;
13. **Coaches:** Each team will have an accredited coach who is nominated on the official line up sheet. Only the coaches may approach the umpires to make player changes or to communicate about the game. Coaches, including players, must wear helmet when performing duties as 1st or 3rd base coach.

Section L: Conduct

1. The *FNCBA Player's Code of Conduct* clearly sets out what is and is not, acceptable behaviour when participating in FNCBA competitions. It is the responsibility of the Club, its Coaches and Players to familiarise themselves with conduct requirements and to comply with them;
2. Players must not eat or drink while on the playing field;
IMPORTANT: Spitting and clearing of nasal/respiratory secretions on diamonds or other sporting settings, spitting seeds, spitting tobacco in a cup, rinsing mouth and spitting water or any other substance is NOT ALLOWED.
Penalty: At the umpires discretion the player maybe ejected.
3. Smoking, chewing tobacco and drinking alcohol on the field or the bench are not permitted. Players participating in a game are also not permitted to smoke, chew tobacco or drink alcohol in uniform in the direct vicinity of the playing area;
Penalty: Player may be ejected. Team may suffer a forfeit if player refuses to comply.
4. Audible foul language is not permitted. An offender may be ejected from the game;
5. Foul language directed at an official or scorer is not permitted and will result in immediate ejection;
6. If a person (i.e. player, coach, manager, batboy, club official, substitute, injured player etc.) is ejected from a game, that person must leave the vicinity of the playing field **IMMEDIATELY**. Managers should be aware that if an ejected player remains near the playing field further penalties may be enforced by the FNCBA BOM.
7. **NOTE:** In addition to the above: FNCBA COVID- SAFE POLICY (SEPARATE POLICY & PROCEDURE DOCUMENT) WILL APPLY TO THE COMPETITION, breaches may lead to player ejection and/or will be considered serious offences by the FNCBA BOM leading to possible citation of the player, coach or club executive before the FNCBA Judiciary.

Section M: Umpiring Duties

1. Reference to Umpires in these Local Rules relates to members of the FNCBA Baseball Umpire's Association and those players appointed on any participating day by their Club's or by the FNCBA;
2. All clubs will be given umpiring duties from time to time throughout the season. When clubs fail to supply an accredited umpire, the following penalties will be applied.
In Seniors, the club shall lose two club championship points, the team shall lose two competition points and the club shall be required to pay a \$50.00 fine for each umpire failing to attend.
In Juniors, the club shall lose two club championship points and the club shall be required to pay a \$25.00 fine for each umpire failing to attend.
The breach shall be recorded on the score card and the monetary component of the fine shall be given to the club in which the relief umpire is associated with. Should there be no association (or no relief umpire), then FNCBA shall retain the monetary penalty.
3. Umpires must start all games on time and be present for plate meeting five (5) minutes before the allocated starting time;
4. Junior League and above are required to have accredited umpires. It is desirable for Little League to have an accredited Umpire available for all games, however, where an accredited umpire is not available, a responsible person conversant with the Rules of Baseball and these relevant Junior rules may substitute;
5. Travelling teams will not be required to umpire that game;
6. The UIC **MUST** be situated behind home plate and wear the necessary equipment, including enclosed footwear. Thongs and sandals are not permitted. The UIC is not permitted to umpire from the mound during any fixture (unless there is only one umpire present);
7. It is recognized that members of Little League team's coaching staffs may, at times, have to umpire during their games. Where possible, this practice must be avoided;

8. Junior umpires under fifteen (15) years of age may only umpire games below their age group. In all other grades, Umpires must be at least 15 years of age. FNCBA will support all umpires (especially young umpires) with severe penalties against any persons who attempt to intimidate, or take advantage of, a Junior umpire;
9. Umpires are encouraged to allow a **GENEROUS** strike zone in games up to and including the Junior League age group;
10. Between innings, the UIC shall allow approximately **one** minute between the last play of one half of an innings and the first pitch of the next or 5 warm-up pitchers maximum. **(All players are to be encouraged to move quickly into position)**

Section N: Scorers

1. Each team shall have its own scorer. Scorers of both teams *must sit together* during the game to assist the accurate recording of details in scorebooks. Clubs are urged to encourage their Scorers to seek accreditation and develop their skills to a higher level;
2. It is important for Scorers to be conversant with the Pitching and Catching rules pertinent to both Senior and Junior Grades;
3. At the completion of the game, the scorers will, compile the **Official Game Result Card**. The scorers will present the result card to the UIC for checking, and signing. It is the responsibility of the winning team to lodge the Result Card with the relevant FNCBA Registrar within the allowed time frame; (*See Result Cards*)
4. The scorers are to keep an accurate record of each pitchers pitch count. Scorers are to encourage to inform coaches when the pitcher is within 10 pitches of reaching the maximum limit;
5. On the result card in Junior games, the scorer must record the number of pitches and full name of all pitcher(s) who pitched in the game.

Section O: Game Result Cards

1. **Official Game Result Cards** are required for all games, including those where forfeits occur;
2. At the conclusion of the each game, **both teams** shall be responsible for the accuracy of the **Official Game Result Card**. The **winning team is then responsible** for the submitting of the game card to the relevant FNCBA Registrar. This can be achieved by placing it in the FNCBA Result Collection Receptacle at Albert Park, or by post, email or fax. The Game Result Card must include all players participating in game (names must include **Christian names**, initials are not acceptable), scores for the game, together with details of any ejections, cautions or protests recorded on the game card;
3. Floating Players participating in a game must be marked on the result card with an asterisk;
4. **Both scorers** will ensure that:
 - a. Game cards are fully completed, accurate, and legible;
 - b. Team coaches print their name in the appropriate place on the card; and
 - c. UIC print and sign their name in the appropriate place on the card.
5. All Juniors participating in grades above their relevant age divisions must have their age division listed along side their name on the result card. If a Junior player catches or pitches in a Senior game this must be recorded on the result card and the number of pitches thrown or innings caught;
6. So that the FNCBA Registrars can keep point score tables up to date, Clubs must get the results of all games to those registrars by Saturday night at 9pm. Such results can be phones, texted, or emailed. If no results are forwarded, then no points will be given awarded;
7. All result cards must be handed in no later than seven days after the game was played. Clubs from outside Lismore must deliver to the Registrar such cards within this time frame, or alternatively, forward a card via mail to the Registrar. Such mail must be postmarked within seven (7) days of the game that was played. It is the responsibility of the Club to ensure such mail is delivered;

Section P: Forfeits

1. A team that is unable to compete in a scheduled game in accordance with these Local Rules **shall notify the opposing team at least two days** prior to the commencement of the scheduled game;
2. All teams should go to great lengths to see that forfeits do not occur;
3. Teams have ten (10) minutes from the scheduled starting time to put the required number of players on the field. After ten minutes, a team failing to meet that requirement shall be deemed to have forfeited the game;
4. If a Senior team forfeits a game under these laws, the opposing team shall be credited with 3 competition points and a score of 9 – 0. In Junior grades, the forfeit is recorded as 7 – 0;

Section Q: Player Safety

1. **Catchers must** wear protective equipment **at all times** when catching or warming up a pitcher;
NOTE: At Rookie Ball level ONLY, it may be preferred that catchers wear suitable Soccer style shin guards in lieu of the traditional catcher's leggings. This is a time saving recommendation.
2. All batters and base runners in all grades must wear 2-eared helmets. If the helmet fits loosely, a chinstrap is recommended for Tee ball & Little League;
3. Protective cups are **MANDATORY** for all players. Female players may wish to consider breast protection, and if used must be worn under the uniform;
4. It is the responsibility of the Head Coach to ensure that any batboy or girl (minimum 8 years of age), who comes onto the field or sits in the dugout, wears a 2-eared helmet **at ALL times**;
5. All clubs must make available a generous supply of SPF 30+ sunscreen.
6. Coaches must wear helmets when at 1st & 3rd coaching positions.
7. ***The following extract from ABF rules pertains to all clubs.***
 - a. Those handling bleeding players must wear disposable rubber or plastic gloves;
 - b. Resuscitation bags or disposable mouth-to-mouth devices must be available;
 - c. The practice of spitting and urinating in team areas are not permitted;
 - d. All clothing, equipment and surface contaminated by blood, must be treated as potentially infectious. Household bleach in a 1:10 solution may be used to wash contaminated areas. Clothing should be soaked in a bleach solution or disinfectant, depending on manufacturer's instruction;
 - e. Sharing of towels, razors, face washers and drink containers must be discouraged;
 - f. All personnel working within Baseball should be vaccinated against Hepatitis B;
 - g. All open cuts and abrasions must be reported to the official and treated immediately.
8. **NOTE:** In addition to the above: FNCBA COVID- SAFE POLICY (SEPARATE POLICY & PROCEDURE DOCUMENT) WILL APPLY TO THE COMPETITION, breaches may lead to player ejection and/or will be considered serious offences by the FNCBA BOM leading to possible citation of the player, coach or club executive before the FNCBA Judiciary.

Section R: Injured Players

If a player is injured during a game it is essential that the UIC, Scorers and the player's Club officials to ensure the injury is reported accordingly.

THE MAJOR PREMIERSHIP

Section A: The Finals

1. Semi Finals, Preliminary Finals and Grand Finals shall be discussed before the *Fixtures Schedule* is compiled for the season. The Major Premiership games will be played as determined by the FNCBA BOM;
2. The team finishing at the top of the points table at the end of the Minor Premiership shall be declared **Minor Premiers** and designated as the home team for the first semi final. In the event of two or more teams being level at the top of the minor premierships points table, they shall be declared joint **Minor Premiers**;
3. Should two or more teams who qualify for the major rounds (after completion of the Minor Premiership fixtures) be tied, the Registrar shall allocate places using the following criteria:
 - a. Head to head for the tied teams for the season;
 - b. Win-loss percentage for the season ;
 - c. Then runs for and against, head to head for the season;
 - d. Then runs for and against overall for the season.
4. When semi final draws are being made, the team finishing in the higher place on the points table at the end of the Minor Premiership shall be designated as the home team for the first semi final;
5. The winner of the major semi final in each division will be the ‘home team’ for the Grand Final. In the Major League, the competing teams will then alternate as “home teams” for Game 2 and Game 3 (if required);
6. **Two weeks prior to semi-finals** all Clubs must submit team rosters (**on the FNCBA Team Nomination Form**) for all Senior grades to the FNCBA Registrar for ratification by the FNCBA BOM;
7. For any player (excluding U18 and Senior League age eligible players) to be eligible to participate in Major Round games, they must have played in at least **one third** of the **available weekends played** by their team (or registered Division) in the Minor Premiership.

e.g. in normal season if you were nominated in Division 3 and never played your one third of weekends in that division but qualified through various grades above you cannot play in the division 3 team for finals.

The minimum amount of games will be rounded up to the next whole game. Big League players must be registered and senior league players that are **not** registered may only play in the club’s lowest Senior grade; *e.g. Register senior leaguers in Div 3 and they may be play up to their assessed level however if they are in starting 9 in higher grade they cannot play again in below divisions.

(NOTE: washout games are NOT to be counted for this purpose, team forfeits resulting in a loss DO NOT count for this purpose also)

- Players who are absent from the area on Representative Baseball duties will be credited for participation for games missed whilst on Representative Baseball duties.
 - Missed games due to injuries do not qualify as participation.
 - Clubs must notify the FNCBA BOM prior to such duties for participation approval.
8. In the event of games being halted by wet weather (time games only) half the scheduled playing time shall constitute a regulation game;
 9. If a Major Round game is washed out, the Registrar will reschedule the game for the following week or midweek if possible;
 10. In the event of a rescheduled Grand Final then being washed out, the “home team” will be declared the Major Premier;
 11. No player in the starting line-up of a Major Round game is permitted to take part in a lower

grade Major Round fixture in that season.

PENALTY: A forfeit will be recorded against offending team.

12. The maximum number of pitches that any Senior grade pitcher in FNCBA competition will be allowed to throw in one weekend is 130, plus complete the batter at bat. If the pitcher exceeds 75 pitches in any one appearance, he will NOT be permitted to pitch in another outing again during that weekend. For the purposes of this rule, a “weekend” commences on Friday at 5pm and continues until Monday morning.

All Major League finals and grand finals shall be played over nine innings in a “**Best-of-three games**” format. Mercy rule to apply after 7 innings if applicable. If there is a tie at the completion of the game the international tie breaker rule will be used in extra innings. i.e. the last 2 batters of the previous innings will occupy 1st & 2nd base in their batting order and the game will continue until a result obtained.

13. In all other Senior Grades (excluding Major League), the Major Rounds will be played as follows:

Division 1 9 innings or 2 ½ hours

Division 2 9 innings or 2 ½ hours

Division 3 9 innings or 2 hours

Mercy rule to apply after 7 innings

Once an inning has commenced, the inning must be completed (unless result already achieved)

Visiting team may be allowed to use the declaration as stated prior in the Local Rules.

In Division 1, 2 & 3 if there is a tie at the completion of the game the international tie breaker rule will be used in extra innings. i.e. the last 2 batters of the previous innings will occupy 1st & 2nd base in their batting order.

APPENDICES

Appendix A: Rule Change Process

Changes to the FNCBA Local Playing Rules shall be reviewed by the Association's Rules Committee and recommendations to be forwarded to the BOM at the commencement of each season. A 75% majority of the Board is required for rule changes to be adopted.

1. Delegate or representative to raise a Motion of a proposed rule change at a Delegates Meeting or Annual General Meeting.
2. A Club Delegate to second the Motion.
3. Club Delegates to vote on the Motion to take the proposed rule change to Rules Committee for review and comment.
4. Rules committee to review motion and provide feedback to FNCBOM as to the wording, location in rules and date of enforcement of proposed rule change
5. FNCBOM to review Rules Committee feedback and present to delegates at next Delegates Meeting.
6. Delegates to vote on Rule Change and date of enforcement

Please note that rule changes effecting participation will not become enforced until the following season.

All rules to be provided to each club delegate once affiliation fees have been paid. This allows Clubs to review rules prior to commencement of season.

For the purpose of this appendix: A Club Delegate includes:

- The affiliated club's nominated delegates
- Any member on the FNCBOM
- Any member on the appointed Rules Committee

These rules may not and cannot be adjusted or manipulated in any way by any club or official, without the expressed written permission of the FNCBA Board of Management (**BOM**).

Appendix B: Schedule of Penalties

The FNCBA shall have the right to impose penalties for any breach of the Local Playing Rules or By-laws, including but not limited to the following:

- Clubs must pay all breaches in full within 30 days of the date of the *Notice of Breach* (but two days prior to participation in any finals).

BREACH	PENALTY (Senior Games)	PENALTY (Junior Games)
Withdrawal of a Team Prior to Nomination Closure	Refund of nomination fee	
Withdrawal of a Team After Nomination Closure	Loss of nomination fee	
Breach of Player Safety	\$ 100.00	\$ 100.00
Breach of Uniforms		
• 1st offence by team, one player in breach	Warning	Warning
• 2nd offence by team, one player in breach	\$ 50.00	\$ 50.00
• 2nd offence, more than one player in breach	\$ 100.00	\$ 50.00
• 3rd offence by team, one or more breaches	\$ 200.00	\$ 100.00
Breach of Scorers		
• 1st offence	Warning	Warning
• 2nd offence	\$ 25.00	\$ 25.00
• 3rd offence	\$ 50.00	\$ 50.00
Breach of Game Cards/Results		
• Failure to phone results by specified time	\$ 25.00	\$ 25.00
• Failure to return game cards on time (7 days)	No points to both teams. \$25.00 + \$25.00 per week	No points to both teams. \$25.00 + \$25.00 per week
Breach of Forfeits		
• 1st offence (notified more than 48 hours)	Warning	Warning
• 1st offence (notified less than 48 hours)	\$ 50.00	\$ 25.00
• 1st offence (not notified prior to game time)	\$ 100.00	\$ 50.00
• 2nd offence	\$ 100.00	\$ 50.00
• 3rd offence	\$ 100.00 + Removed from Competition	\$ 50.00 + Removed from Competition

BREACH	PENALTY (Senior Games)	PENALTY (Junior Games)
Breach of Umpire Supply	\$ 50.00	\$ 25.00
Breach of Player Eligibility (Registrations)	Forfeit + \$ 100.00	Forfeit + \$ 100.00
Breach of Junior Specific Rules		
• Participation	N/A	Forfeit
• Players playing in Higher/Lower Grade (including Nomination Regulations)	\$ 100.00	Forfeit
• Pitching & Catching Regulations (1 st offence)	Forfeit + Letter of Reprimand + \$ 100.00	Forfeit + Letter of Reprimand + \$ 50.00
• Pitching & Catching Regulations (2 nd offence)	Judiciary + Forfeit + \$ 100.00	Judiciary + Forfeit + \$ 50.00
• Pitching & Catching Regulations (3 rd offence)	Coach Suspension for Remainder of Year + Forfeit + \$ 200.00	Coach Suspension for Remainder of Year + Forfeit + \$ 200.00
Breach of Junior Specific Rules		
• Participation	N/A	Forfeit
• Players playing in Higher/Lower Grade (including Nomination Regulations)	\$ 100.00	Forfeit
• Pitching & Catching Regulations (1 st offence)	Letter of Reprimand + Forfeit + \$ 100.00	Letter + Forfeit + \$ 50.00
• Pitching & Catching Regulations (2 nd offence)	Judiciary + Forfeit + \$ 100.00	Judiciary + Forfeit + \$ 50.00
• Pitching & Catching Regulations (3 rd offence)	Coach Suspension for Remainder of Year + Forfeit + \$ 200.00	Coach Suspension for Remainder of Year + Forfeit + \$ 200.00

JUDICIARY PENALTIES

OFFENCE	PENALTY (1 st Offence)	PENALTY (2 nd Offence)
Late lodgement of Incident Report Form	1 Week	2 Weeks
Offensive Behaviour		
• Disputing umpire's judgment call	2 weeks	4 weeks
• Audible obscenity	2 weeks	4 weeks
• Bringing the game into disrepute	4 weeks	8 weeks
Dangerous Behaviour		
• Personal Intimidations	2 weeks	4 weeks
• Gear Abuse	1 week	2 weeks
Violent Behaviour		
• Fighting	2 weeks	7 weeks
• Illegal personal contact	2 weeks	7 weeks
• Leaving position to participate in conflict	2 weeks Team Fine \$200.00	10 weeks Team Fine \$500.00
• Once ejected: Not following instructions of umpire	1 week Per instruction	2 weeks Per instruction

Please note, the abovementioned penalties are guidelines only and are tabled to assist the Judiciary in ascertaining appropriate penalties.

Penalties may differ from the table based on information gathered from Incident Reports lodged and the severity of misconduct. Penalties may also be accrued for multiple penalties.

Rules Specific Little League Majors
League age 9 - 12

Far North Coast Baseball Association Inc.



Since 1937, Home of the FNC
TIMBERJACKS

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Section A: Age Requirements

1. To be eligible for Little League see birth dates as advised by BNSW age Matrix each season.
2. Players are required to show proof of age upon initial registration. Players may be of League Age 9, 10, 11 & 12 to participate in the 2020 FNCBA Little League Major Competition
3. This documentation should be kept on file by the player's club and produced on request by an official of the League, Region, or BQI.

Section B: Playing Outside Natural Age Groups

1. Little League players may play up one age group ONLY without requiring consent from FNCBA. It is **mandatory** that clubs obtain permission from player's parents and/or guardians.
2. Players playing up an age group can only take the field to replace injured players or to ensure at least nine players take the field. That is, they **cannot** take the field at the expense of a player playing in their natural age group. All players playing up an age group must also fill positions in the outfield prior to being able to play infield. That is, an rookie ball player cannot play infield unless there are also 3 rookie ball players in the outfield (with no little league player available to play on the bench)
3. TBall players playing up must be assessed and consent given by FNCBA board of management to be able to pitch and catch in Little League Majors.
4. Players in FNC that are in the Little League age group may **not** apply to play Senior Baseball.
5. Little League players of lesser ability **may** make application to play down one age level only. The application must come from a parent/guardian and the player's current coach, through the FNCBA Regional Director of Coaching, to the FNCBA Board prior to the commencement of the player's first game in the lower age level. Players playing down are prohibited from pitching and catching, however, may apply to the Board for approval.

Section C: The Playing Field

Base Paths	Pitching Distance	Centerfield	Bases
60 feet	46 feet	225 feet	Removable

Section D: Playing Equipment

Balls	Bats	Shoes
Standard	Refer to Baseball NSW Bat Regulations https://www.baseballnsw.com.au/uploads/1/2/1/6/121695030/bns_w_bat_regulations.pdf	Rubber Sole

Section E: Protective Equipment

1. Players must wear full protective equipment at all times when catching or warming up a pitcher. Coaches warming up a pitcher are only required to wear a mask and protective cup.
2. Properly fitted, non-damaged two eared helmets must be worn by all batters, base-runners and juniors performing the duties of a base coach.
3. Any bat boy/girl (must be a minimum of 8 years old) in the dugout or on the field must wear a two-eared helmet at ALL TIMES.
4. Protective cups are MANDATORY for ALL players.
5. All clubs must make available a generous supply of SPF 30+ sunscreen.
6. Coaches must wear helmets when at 1st & 3rd coaching positions.

Section F: Pre-Game Routine

NOTE: Clubs must familiarise teams with the pre-game routine to be observed:

1. The Home Team shall occupy third base dugout and the Visiting Team shall occupy first base dugout.

2. Warming up on the infield, unless undertaking an infield/outfield routine is strictly not permitted.
3. Warming up in foul territory between first and third bases and home plate is strictly not permitted.
4. Umpires will arrive at home plate five minutes prior to the scheduled starting time. Both team Managers will approach the plate at this time, hand required game balls and line-ups to the UIC. The line-ups will consist of at least two (2) pieces (the original for the UIC and a copy for the opposition manager).
5. The UIC will check both line-ups, hand copies back to the appropriate managers and retain original line-ups.
6. Umpires and managers will discuss ground rules and playing regulations as applicable.

Section G: General Playing Rules

Start. Time	Finish. Time	Max. Innings	Max Runs
8.15am	9.45am	6 innings	6 per inning

Please note, that all runs count on last batter.

1. Players must start and play a full game in at least 25% of the team's officially scheduled games.
2. Each player MUST play at least 50% of the time allowed for that fixture.
Note: A five (5) minute leeway either side of the time will be granted.
3. **Anti-collision sliding rule: the runner is out if in the umpires judgement,**
 - The runner does not slide or attempt to get around a fielder who has the ball and is waiting to make the tag, or
 - **Intentionally** makes contact with the fielder in the act of fielding a thrown ball, whilst not sliding or attempting to get around the fielder.
4. There is **no** runner for the catcher.
5. There are no minimum restrictions on the number of players participating in a game. There are no automatic outs. Players may be sourced from another club without penalty.
6. Substituted players may re-enter a game in the event of an injury, ejection or a player forced to leave the ground prematurely, but are not permitted to pitch.
7. It is recommended that all players experience as many positions as possible throughout the season.
8. **Runners may not steal and are prohibited from leaving the base until the ball crosses home plate. Runners may advance on wild pitches or pass balls. However, may not advance home on a pass ball or wild pitch.**
Penalty: Teams will be allowed one warning. Subsequent offences will result in the offending runner being called out with all subsequent plays (unless interference is declared) standing.
9. Runners are encouraged not to entice run-downs or pick-offs from the catcher. Umpires are encouraged to call runners **out** for *suicide* running behaviours.
10. For multiple games over more than a one-day period, please consult the BQI Tournament Rules.
11. No junior player may play in more than three games within a twenty-four hour period within the FNCBA competition. Any participation (**except** where a player is used as a pinch runner **only**) is counted as "a game". For the purpose of this rule, a junior may start game 4 at the same time as the player started their participation game 1 on the prior day, but not beforehand. They are not required to wait until the completion time of game 1
12. The Regional Director of Coaching, along with the FNCBA BOM, have the ability to down grade a Junior player after they have made an inspection of that players ability
13. In Little League, once the count on a batter reaches "ball four", the "Soft Toss" rule will come into effect. The batter takes his/her stance and **shall not bunt**. The catcher must take up a position in the catcher's box. Batters retain their strike count and the Coach must pitch a soft toss pitch. All fouls on soft toss are strikes except after two strikes, and then every foul is a foul ball. Any rookie ball player may have soft toss tossed to them when they come to the plate. The soft toss pitch may be delivered from either in front of the batter or on the foul line;

14. A batter, who hits safely from a soft toss pitch, may run a maximum of two bases. The batted ball is still in play. Runners on base for soft toss pitchers are not permitted to leave the base prior to the ball being hit. If a runner takes a lead, he will be called out;
15. In Little League when a batter has three strikes and the Catcher drops the ball, the batter is out.
16. All time games will finish at the time set down in the *Fixtures Schedule*, except for circumstances covered in the following instances:
 - a. If the top of an innings is in progress when the allocated time for a game expires, the UIC will call game immediately.
 - b. If the bottom of an innings is in progress when the allocated time expires, that part of the innings will be completed. The maximum time allowed for such completion of the innings shall be *fifteen (15) minutes*. At the end of this time, the batter at the plate will complete his/her turn at bat and the game will thereupon finish. If the winning run is scored in this half innings, the game will end immediately after that runner crosses the plate. If the winning run should result from a home run, then all runs batted by that hit will score.

Section H: Speed-Up Rules

1. In “time” games only. In the event that the *visiting team* draws level or takes the lead in a game, it shall have the right *once, and once only* in a game, to forfeit its remaining “outs” in that half innings. This is done by informing the UIC. The UIC shall immediately inform the Opposition Team Manager and scorers and instruct the home team to leave the field and prepare to bat. This declaration must be made prior to the allocated finishing time of completion of the game. If the visiting team comes to bat again, it shall resume from when the declaration was made (i.e. no automatic outs are recorded for the declaration of an inning);
2. **Between innings** in all grades, the UIC shall allow approximately **one minute** between the last play of one-half of an inning and the first pitch of the next (Pitchers and catchers are to be encouraged to move quickly into position in order to fit 5-6 warm up throws between innings). Each starting pitcher (or new pitcher) shall be allowed a maximum of 8 warm up throws.
3. The batter will take his/her signals from the coach in the batter’s box. The UIC will hold the pitcher until the batter is settled;
4. There is to be no runner for the catcher in any grade.
5. The UIC will be the official timekeeper. The UIC may instruct the scorers to assist with the official timekeeping. Scorers shall give at least five (5) minutes warning to the UIC of the approach of the scheduled finish time.
6. In all time games, a regulation game has been played once playing time has exceeded half of the allocated time.
7. If the UIC calls “game” before the allocated time, the result of the game will be determined by the score at the last even innings (unless the home team is in front during the inning in which “time” is called).
8. Where a game of fewer than the respective minimum number of innings or one half of the playing time has not been completed, this will result in a no-game.

Section I: Pitching and Catching

1. Players may pitch and catch in the same day observing the following.
 - a. If pitcher who pitches 40 or less pitches **he** may catch on that day.
 - b. If a catcher catches 3 innings or less he may pitch that day in his own division to his allowable quota. A single pitch in an inning constitutes an inning caught.
 - c. In Little League, pitchers once removed from the mound may not return as pitchers. (Green Book Rule 3.03)
 - d. In Little League, a player cannot pitch more than one game a day. (Green Book Reg VI (k))
2. No Little League player may catch in more than two games in any given day.

NOTE: All coaches should make changes between innings when possible. It is recommended that pitchers should not start the next inning if 10 or less pitches remain before reaching maximum. This also allows for the next incoming pitcher to be prepared adequately.

NOTE: Teams breaching the pitching and catching rules for Junior Players **will forfeit the game** where a breach has occurred and the coach will be penalised.

Section J: Pitching

Age	Max Pitch	0 Days Rest	1 Days Rest	2 Days Rest	3 Days Rest	4 Days Rest	Days Rest
7-8	50	1-20	21-35	36-50	NA	NA	NA
9-10	75	1-20	21-35	36-50	51-65	66+	NA
11-12	85	1-20	21-35	36-50	51-65	66+	NA

1. Pitchers may not exceed the game maximums, with the exception that should they reach their maximum number of pitches while there is still a batter in the box, they may complete that batter and then be immediately replaced. Scorers are to inform the coach when pitchers are within 20 pitches of reaching their maximum limit.

Pitchers are allowed a maximum of eight warm-up pitches at the start of outing and a maximum of six pitches at the start of each inning following. *The warm up shall not exceed one minute.*

Note: All pitches thrown will be used to calculate their rest period.
2. **It is STRONGLY recommended:**
 - a. That pitchers throw at least 75% fastballs throughout the season. This is an arm safety and player development requirement.
 - b. That pitchers not pitch in excess of 1/3 of their game maximum in any single inning.
3. A Little league player that pitches 20 pitches or less and is removed from the mound may return once only in that game and complete his quota.
4. No Little League player may pitch in more than one game per day
5. After two coaching visits to the mound in the same inning, the pitcher will be removed from the mound, however, will be allowed to remain in the game in a defensive position. If the pitcher remains in the game it is strongly recommended that they play either First Base or Second Base.

Section K: Batting

1. There is no designated hitter for the pitcher in junior baseball.
2. Teams **must** attempt to bat all players.
3. Teams **MUST** use a 10 player batting line-up if they have 10 or more players available. The tenth batter must stay in place for the complete game. The extra batter may appear in any batting position and must enter the game in defence at the halfway point. The extra batter is for development only and will not count towards participation until they appear on the field. The batting positions may not be changed at any point during the game, **ONLY** the fielding positions.
Note: In cases where teams have just 9 players, players of a younger age group **may** play up as the 10th batter provided they do not take the position of a player who should rightfully be playing in that age group. However, they may not take the field in place of another player, except in the case of injury or ejection.
4. Batters are prohibited from throwing the bat. This is an umpire's judgement call. Offenders and their coaches are to be cautioned on the first offence. A second offence by the same batter will result in the batter being called out and all other runners returned to their bases last legally occupied.

Section L: General Coaching

1. Any person coaching must have appropriate Coaching Accreditation and a valid Working with Children Check.
2. All coaches are required to abide by the FNCBA Coaches' Code of Conduct.
3. Coaches and players are prohibited from disputing any type of umpiring judgement calls. (Example: out/safe, ball/strike, or fair/foul).
Penalty: Automatic ejection
4. Coaches must sign the scorebooks and game cards at the conclusion of every game.
5. At the conclusion of the each game, **both teams** shall be responsible for the accuracy of the **Official Game Result Card**. The **winning team is then responsible** for the submitting of the game card to the relevant FNCBA Registrar. This can be achieved by placing it in the FNCBA Result Collection Receptacle at Albert Park, or by post, email or fax. The Game Result Card must include all players participating in game (names must include **Christian names**, initials are not acceptable), scores for the game, together with details of any ejections, cautions or protests recorded on the game card;
6. **Both scorers** will ensure that:
 - a. Game cards are fully completed, accurate, and legible;
 - b. Team coaches print their name in the appropriate place on the card; and
 - c. UIC print and sign their name in the appropriate place on the card.
7. In the event of a coach/team being found to be in breach of any of the BQI Rules or FNCBA Rules, the offending club will be fined a minimum of \$50.00 per offence. Coaches may also face revocation of their accreditation. Please refer to 'Schedule of Penalties' under FNCBA Local Playing Rules.
8. Coaches are permitted to stand in field play whilst team is fielding. Any discussions with the pitcher will not count as a visit unless there is a distinguished delay in the game.
9. Player development is the focus.

ALL TOBACCO AND ALCOHOL PRODUCTS ARE PROHIBITED WITHIN THE ONFIELD CONFINES OF ANY BASEBALL FACILITY.

Penalty: After ascertaining that a coach, player or any team official is disregarding the above directive, the umpires are to automatically eject the offending person.

Section M: Finals

1. There are no finals in Little League.
2. 4 Teams of mixed players from all clubs will be determined prior to the final day.
3. Each player on the final day will receive a medallion of participation on behalf of FNCBA.

Section N: Coaches Code of Conduct

1. These principles are considered practicable and are within the aims and objectives of Far North Coast Baseball Association.
2. Supervise the behaviour of the team at all times.
3. Do not criticise players in front of spectators, parents or other teams. Review constructive criticism with a player or the team in private.
4. Accept decisions of the umpire as being fair and called to the best of their ability. Do not abuse or ridicule the umpire nor allow your players to do so.
5. Develop team respect for opponents, spectators and officials. Do not criticise other teams, supporters or officials by words or gestures.
6. Set a good example in personal appearance and behaviour.
7. Encourage sportsmanlike behaviour among the players.
8. Ensure whenever possible all players have equal time on the diamond. Avoid overplaying the talented players - the average players need and deserve equal time.
9. Encourage players to work together as a unified group (teamwork).
10. Keep yourself informed of sound coaching principles and seek more skilled advice when necessary.
11. Encourage your team to hustle on and off the playing field at all times.
12. Place the welfare and development of the individual above a winning or losing record.
13. Do not embarrass or demoralise your opponents.
14. Do not use any form of tobacco or alcohol on the field, in the dugouts, bullpens or while in uniform.
15. Whenever possible provide assistance with coaching expertise and knowledge to developing teams.
16. Abide by the rules and regulations established by Baseball Queensland.
17. Be aware of any player with medical problems.
18. Strive to develop a positive image and self-sufficient attitude with each player.
19. Present the sport of baseball in a positive image.
20. Ensure your accreditation is current and updated regularly.
21. All Coaches must have signed a Prohibited Persons declaration.

I _____ have read and understand the above code of conduct and agree to abide by this code of conduct.

Signed: _____

Date: ____/____/2020

Rules Specific Junior League
League age 12, 13 & 14

Far North Coast Baseball Association Inc.



Since 1937, Home of the FNC
TIMBERJACKS

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Section A: Age Requirements

1. To be eligible for junior league see birth dates as advised by BNSW age Matrix each season.
2. Players are required to show proof of age upon initial registration. Players may be of League Age 12, 13 & 14 to participate in the 2020 FNCBA Junior League Competition.
3. This documentation should be kept on file by the player's club and produced on request by an official of the League, Region,

Section B: Playing Outside Natural Age Groups

1. Junior league players may play up one age group ONLY without requiring consent from FNCBA. It is **mandatory** that clubs obtain permission from player's parents and/or guardians.
2. Players playing up an age group can only take the field to replace injured players or to ensure at least nine players take the field. That is, they **cannot** take the field at the expense of a player playing in their natural age group.
3. Little league players when playing up must be assessed and consent given by FNCBA board of management to be able to pitch and catch.
4. Players in FNC that are in the junior league age group may **not** play Senior Baseball unless they are **14 years of age and must be assessed by the FNCBA commissioner or his delegated authority.**
5. Junior league players of lesser ability **may** make application to play down one age level only. The application must come from a parent/guardian and the player's current coach, through the FNCBA Regional Director of Coaching, to the FNCBA Board prior to the commencement of the player's first game in the lower age level. Copies of the approval forms must also be forwarded to Baseball Queensland. Players playing down are prohibited from pitching and catching, however, may apply to the Board for approval.

Section C: The Playing Field

Base Paths	Pitching Distance	Centerfield	Bases
80 feet	54 feet	300 feet	Removable/Permanent

Section D: Playing Equipment

Balls	Bats	Shoes
Standard	Refer to Baseball NSW Bat Regulations https://www.baseballnsw.com.au/uploads/1/2/1/6/121695030/bnsw_bat_regulations.pdf	Non-Metal Cleats or Rubber Sole

Section E: Protective Equipment

1. Players must wear full protective equipment at all times when catching or warming up a pitcher. Coaches warming up a pitcher are only required to wear a mask and protective cup.
2. Properly fitted, non-damaged two eared helmets must be worn by all batters, base-runners and juniors performing the duties of a base coach.
3. Any bat boy/girl (must be a minimum of 8 years old) in the dugout or on the field must wear a two-eared helmet at **ALL TIMES**.
4. Protective cups are **MANDATORY** for ALL players.
5. All clubs must make available a generous supply of SPF 30+ sunscreen.
6. Coaches must wear helmets when at 1st & 3rd coaching positions.

Section F: Pre-Game Routine

NOTE: Clubs must familiarise teams with the pre-game routine to be observed:

1. The Home Team shall occupy third base dugout and the Visiting Team shall occupy first base dugout.
2. Warming up on the infield, unless undertaking an infield/outfield routine is strictly not permitted.
3. Warming up in foul territory between first and third bases and home plate is strictly not permitted.
4. Umpires will arrive at home plate five minutes prior to the scheduled starting time. Both team Managers will approach the plate at this time, hand required game balls and line-ups to the UIC. The line-ups will consist of at least two (2) pieces (the original for the UIC and a copy for the opposition manager).
5. The UIC will check both line-ups, hand copies back to the appropriate managers and retain original line-ups.
6. Umpires and managers will discuss ground rules and playing regulations as applicable.

Section G: General Playing Rules

Start. Time	Finish. Time	Max. Innings	Max Runs
10.15am	12.00pm	7 innings	6 per inning

Please note, that all runs count on last batter.

1. Players must start and play a full game in at least 25% of the team's officially scheduled games.
2. Each player **MUST** play at least 50% of the time allowed for that fixture.
Note: A five (5) minute leeway either side of the time will be granted.
3. **Anti-collision sliding rule: the runner is out if in the umpires judgement,**
 - The runner does not slide or attempt to get around a fielder who has the ball and is waiting to make the tag, or
 - **Intentionally** makes contact with the fielder in the act of fielding a thrown ball, whilst not sliding or attempting to get around the fielder.
4. There is **no** runner for the catcher.
5. Minimum of seven players are required throughout the game. No automatic outs. Teams with less than seven players will result in a forfeit. Players may be sourced from another club without penalty during the minor rounds.
6. Substituted players may re-enter a game in the event of an injury, ejection or a player forced to leave the ground prematurely, but are not permitted to pitch
7. A team may not steal when ten or more runs ahead. Runners may advance on wild pitches or pass balls.
8. Runners are encouraged not to entice run-downs or pick-offs from the catcher. Umpires are encouraged to call runners **out** for *suicide* running behaviours.
9. For multiple games over more than a one-day period, please consult the BQI Tournament Rules.
10. No junior player may play in more than three games within a twenty-four hour period within the FNCBA competition. Any participation (**except** where a player is used as a pinch runner **only**) is counted as "a game. For the purpose of this rule, a junior may start game 4 at the same time as the player started their participation game 1 on the prior day, but not beforehand. They are not required to wait until the completion time of game 1
11. The Regional Director of Coaching, along with the FNCBA BOM, have the ability to down grade a Junior player after they have made an inspection of that players ability
12. All time games will finish at the time set down in the **Fixtures Schedule**, except for circumstances covered in the following instances:
 - a. If the top of an innings is in progress when the allocated time for a game expires, the UIC will call game immediately.
 - b. If the bottom of an innings is in progress when the allocated time expires, that part of the innings will be completed. The maximum time allowed for such completion of the innings

shall be *fifteen (15) minutes*. At the end of this time, the batter at the plate will complete his/her turn at bat and the game will thereupon finish. If the winning run is scored in this half innings, the game will end immediately after that runner crosses the plate. If the winning run should result from a home run, then all runs batted by that hit will score.

Section H: Speed-Up Rules

1. In “time” games only. In the event that the *visiting team* draws level or takes the lead in a game, it shall have the right *once, and once only* in a game, to forfeit its remaining “outs” in that half innings. This is done by informing the UIC. The UIC shall immediately inform the Opposition Team Manager and scorers and instruct the home team to leave the field and prepare to bat. This declaration must be made prior to the allocated finishing time of completion of the game. If the visiting team comes to bat again, it shall resume from when the declaration was made (i.e. no automatic outs are recorded for the declaration of an inning);
2. **Between innings** in all grades, the UIC shall allow approximately **one minute** between the last play of one-half of an inning and the first pitch of the next (Pitchers and catchers are to be encouraged to move quickly into position in order to fit 5-6 warm up throws between innings). Each starting pitcher (or new pitcher) shall be allowed a maximum of 8 warm up throws.
3. The batter will take his/her signals from the coach in the batter’s box. The UIC will hold the pitcher until the batter is settled;
4. There is to be no runner for the catcher in any grade.
5. The UIC will be the official timekeeper. The UIC may instruct the scorers to assist with the official timekeeping. Scorers shall give at least five (5) minutes warning to the UIC. In all time games, a regulation game has been played once playing time has exceeded half of the allocated time.
6. If the UIC calls “game” before the allocated time, the result of the game will be determined by the score at the last even innings (unless the home team is in front during the inning in which “time” is called).
7. Where a game of fewer than the respective minimum number of innings or one half of the playing time has not been completed, this will result in a no-game.

Section I: Pitching and Catching

1. Players may pitch and catch in the same day observing the following.
 - a) If pitcher who pitches 40 or less pitches may catch on that day.
 - b) If a catcher catches 3 innings or less he may pitch that day in his own division to his allowable quota. A single pitch in an inning constitutes an inning caught
2. No Junior League player may catch in more than two games in any given day.

NOTE: All coaches should make changes between innings when possible. It is recommended that pitchers should not start the next inning if 10 or less pitches remain before reaching maximum. This also allows for the next incoming pitcher to be prepared adequately.

NOTE: Teams breaching the pitching and catching rules for Junior Players **will forfeit the game** where the breach occurred

Section J: Pitching

Age	Max Pitch	0 Days Rest	1 Days Rest	2 Days Rest	3 Days Rest	4 Days Rest	5 Days Rest
11-12	85	1-20	21-35	36-50	51-65	66+	NA
13-14	95	1-30	31-45	46-60	61-75	76+	NA

1. Pitchers may not exceed the game maximums, with the exception that should they reach their maximum number of pitches while there is still a batter in the box, they may complete that

batter and then be immediately replaced. Scorers are to inform the coach when pitchers are within 20 pitches of reaching their maximum limit.

Note: All pitches thrown will be used to calculate their rest period.

2. Pitchers are allowed a maximum of eight warm-up pitches at the start of outing and a maximum of six pitches at the start of each inning following. The warm up shall not exceed one minute.
3. **It is STRONGLY recommended:**
 - a. **That pitchers throw at least 75% fastballs throughout the season.** This is an arm safety and player development requirement.
 - b. That pitchers not pitch in excess of 1/3 of their game maximum in any single inning.
4. In Junior League a pitcher who is substituted to another position but remains in the game may return to pitch any time in the remainder of the game but may only return once per game. (Green Book Rule 3.03), more particularly:
Junior League Age 12 players that pitches 20 pitches or less and is removed from the mound may return once only in that game and complete his quota; and
Junior League players Age 13 & 14 that pitch 30 or less and are removed from the mound may return once only in that game and complete his quota.
5. In Junior League a player may pitch up to two games in a day but must adhere to daily maximums and mandatory rest periods. Under no circumstances shall a player pitch in three (3) consecutive days. (Green Book Reg. VI (k))
6. After two coaching visits to the mound in the same inning, the pitcher will be removed from the mound, however, will be allowed to remain in the game in a defensive position. If the pitcher remains in the game it is strongly recommended that they play either First Base or Second Base.

Section K: Batting

1. There is no designated hitter for the pitcher in junior baseball.
2. Junior league teams **MUST** use a 10 player batting line-up if they have 10 or more players available.
3. This 10th batter must stay in place for the complete game. The extra batter may appear in any batting position and must enter the game in defence at the halfway point. The extra batter is for development only and will not count towards participation until they appear on the field. The batting positions may not be changed at any point during the game, **ONLY** the fielding positions.
Note: In cases where teams have just 9 players, players of a younger age group may play up as the 10th batter provided they do not take the position of a player who should rightfully be playing in that age group. However, they may not take the field in place of another player, except in the case of injury or ejection.
4. In junior baseball once batters have faced a pitch during any time at bat, they cannot be replaced during that at bat, except in the case of an injury to the batter or batting out of order.
4. Batters are prohibited from throwing the bat. This is an umpire's judgement call. Offenders and their coaches are to be cautioned on the first offence. A second offence by the same batter will result in the batter being called out and all other runners returned to their bases last legally occupied.

Section L: General Coaching

1. Any person coaching must have appropriate Coaching Accreditation and valid Working with Children Check. Only the coaches may approach the umpires to make player changes or to communicate about the game. Coaches, including players, must wear helmet when performing duties as 1st or 3rd base coach.
2. All coaches are required to abide by the FNCBA Coaches' Code of Conduct.
3. Coaches and players are prohibited from disputing any type of umpiring judgement calls. (Example: out/safe, ball/strike, or fair/foul).
Penalty: Automatic ejection

4. Coaches must sign the scorebooks and game cards at the conclusion of every game.
5. At the conclusion of the each game, **both teams** shall be responsible for the accuracy of the **Official Game Result Card**. The **winning team is then responsible** for the submitting of the game card to the relevant FNCBA Registrar. This can be achieved by placing it in the FNCBA Result Collection Receptacle at Albert Park, or by post, email or fax. The Game Result Card must include all players participating in game (names must include **Christian names**, initials are not acceptable), scores for the game, together with details of any ejections, cautions or protests recorded on the game card;
6. **Both scorers** will ensure that:
 - a. Game cards are fully completed, accurate, and legible;
 - b. Team coaches print their name in the appropriate place on the card; and
 - c. UIC print and sign their name in the appropriate place on the card.
7. In the event of a coach/team being found to be in breach of any of the BQI Rules or FNCBA Rules, the offending club will be fined \$50.00 per offence. Coaches may also face revocation of their accreditation. Please refer to ‘Schedule of Penalties’ under FNCBA Local Playing Rules.

ALL TOBACCO AND ALCOHOL PRODUCTS ARE PROHIBITED WITHIN THE ONFIELD CONFINES OF ANY BASEBALL FACILITY.

After ascertaining that a coach, player or any team official is disregarding the above directive, the umpires are to automatically eject the offending person. Leagues are then to ensure that the offending person is required to report for a judiciary hearing.

Section M: Finals

1. The format of the finals may change from season to season as determined by FNCBOM.
2. No runs per inning restriction will apply.
3. The team finishing at the top of the points table at the end of the Minor Premiership shall be declared **Minor Premiers** and designated as the home team for the first semi-final. In the event of two or more teams being level at the top of the minor premiership points table, they shall be declared joint **Minor Premiers**.
4. Should two or more teams who qualify for the major rounds (after completion of the Minor Premiership fixtures) be tied, the Registrar shall allocate places using the following criteria:
 - a. Head to head for the tied teams for the season;
 - b. Win-loss percentage for the season;
 - c. Then runs for and against, head to head for the season;
 - d. Then runs for and against overall for the season.
5. When semi-final draws are being made, the team finishing in the higher place on the points table at the end of the Minor Premiership shall be designated as the home team for the first semi-final.
6. Any age eligible players may participate in Final series. If FNCBA find that a Club is using this rule to the detriment of the spirit of the game, FNCBA may decide that a player is ineligible.
7. In the event of games being halted by wet weather (time games only) half the scheduled playing time shall constitute a regulation game.
8. If a Major Round game is washed out, the Registrar will reschedule the game for the following week or midweek if possible.
9. In the event of a rescheduled Grand Final then being washed out, the “home team” will be declared the Major Premier.

Section N: Coaches Code of Conduct

1. These principles are considered practicable and are within the aims and objectives of Far North Coast Baseball Association.
2. Supervise the behaviour of the team at all times.
3. Do not criticise players in front of spectators, parents or other teams. Review constructive criticism with a player or the team in private.
4. Accept decisions of the umpire as being fair and called to the best of their ability. Do not abuse or ridicule the umpire nor allow your players to do so.
5. Develop team respect for opponents, spectators and officials. Do not criticise other teams, supporters or officials by words or gestures.
6. Set a good example in personal appearance and behaviour.
7. Encourage sportsmanlike behaviour among the players.
8. Ensure whenever possible all players have equal time on the diamond. Avoid overplaying the talented players - the average players need and deserve equal time.
9. Encourage players to work together as a unified group (teamwork).
10. Keep yourself informed of sound coaching principles and seek more skilled advice when necessary.
11. Encourage your team to hustle on and off the playing field at all times.
12. Place the welfare and development of the individual above a winning or losing record.
13. Do not embarrass or demoralise your opponents.
14. Do not use any form of tobacco or alcohol on the field, in the dugouts, bullpens or while in uniform.
15. Whenever possible provide assistance with coaching expertise and knowledge to developing teams.
16. Abide by the rules and regulations established by Baseball Queensland.
17. Be aware of any player with medical problems.
18. Strive to develop a positive image and self-sufficient attitude with each player.
19. Present the sport of baseball in a positive image.
20. All Coaches must have signed a Prohibited Persons declaration.

I _____ have read and understand the above code of conduct and agree to abide by this code of conduct.

Signed: _____ Date: ____/____/2020

Rules Specific Senior league
League age 13, 14, 15 & 16

Far North Coast Baseball Association Inc.



Since 1937, Home of the FNC
TIMBERJACKS

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Section A: Age Requirements

- 1 To be eligible for senior league see birth dates as advised by FNCBA each season.
- 2 Players are required to show proof of age upon initial registration. Players may be of League Age 13, 14 15 & 16 to participate in the 2020 FNCBA Senior League **Competition**.
- 3 This documentation should be kept on file by the player's club and produced on request by an official of the League, Region, or BQI.

Section B: Playing Outside Natural Age Groups

1. Senior league players may play up one age group **ONLY** without requiring consent from FNCBA. It is **mandatory** that clubs obtain permission from player's parents and/or guardians.
2. Players playing up an age group can only take the field to replace injured players or to ensure at least nine players take the field. That is, they **cannot** take the field at the expense of a player playing in their natural age group.
3. Junior league players when playing up must be assessed and consent given by FNCBA board of management to be able to pitch and catch.
4. **Players in the senior league age group are encouraged to play Senior Baseball if they are 14 years of age or older. All senior league players wishing to play Senior Baseball will need to be assessed by the FNCBA commissioner or his delegated authority and have received formal approval from FNCBA Board. All senior league players are to fulfil their obligations to their junior team on a week to week basis, before permission is granted to play senior baseball. Senior league playing in senior baseball may not play above their assessed level.**
5. U20 players of lesser ability **may** make application to play down one age level only. The application must come from a parent/guardian and the player's current coach, through the FNCBA Regional Director of Coaching, to the FNCBA Board prior to the commencement of the player's first game in the lower age level. Copies of the approval forms must also be forwarded to Baseball Queensland. Players playing down are prohibited from pitching and catching, however, may apply to the Board for approval.

Section C: The Playing Field

Base Paths	Pitching Distance	Centerfield	Bases
90 feet	60 feet 6 inches	Open	Permanent

Section D: Playing Equipment

Balls	Bats	Shoes
Standard	Refer to Baseball NSW Bat Regulations https://www.baseballnsw.com.au/uploads/1/2/1/6/121695030/bnsw_bat_regulations.pdf	Metal Cleats Permitted

Section E: Protective Equipment

1. Players must wear full protective equipment at all times when catching or warming up a pitcher. Coaches warming up a pitcher are only required to wear a mask and protective cup.
2. Properly fitted, non-damaged two eared helmets must be worn by all batters, base-runners and juniors performing the duties of a base coach.
3. Any bat boy/girl (must be a minimum of 8 years old) in the dugout or on the field must wear a two-eared helmet at **ALL TIMES**.
4. Protective cups are **MANDATORY** for ALL players.
5. All clubs must make available a generous supply of SPF 30+ sunscreen.
6. Coaches must wear helmets when at 1st & 3rd coaching positions.

Section F: Pre-Game Routine

NOTE: Clubs must familiarise teams with the pre-game routine to be observed:

1. The Home Team shall occupy third base dugout and the Visiting Team shall occupy first base dugout.
2. Warming up on the infield, unless undertaking an infield/outfield routine is strictly not permitted.
3. Warming up in foul territory between first and third bases and home plate is strictly not permitted.
4. Umpires will arrive at home plate five minutes prior to the scheduled starting time. Both team Managers will approach the plate at this time, hand required game balls and line-ups to the UIC. The line-ups will consist of at least two (2) pieces (the original for the UIC and a copy for the opposition manager).
5. The UIC will check both line-ups, hand copies back to the appropriate managers and retain original line-ups.
6. Umpires and managers will discuss ground rules and playing regulations as applicable.

Section G: General Playing Rules

Start. Time	Finish. Time	Innings	Max Runs
8.00am	9.45am	7 innings	9 per inning

Please note, that all runs count on last batter.

1. Players must start and play a full game in at least 25% of the team's officially scheduled games.
2. Each player **MUST** play at least 50% of the time allowed for that fixture.
Note: A five (5) minute leeway either side of the time will be granted.
3. **Anti-collision sliding rule: the runner is out if in the umpires judgement,**
 - The runner does not slide or attempt to get around a fielder who has the ball and is waiting to make the tag, or
 - **Intentionally** makes contact with the fielder in the act of fielding a thrown ball, whilst not sliding or attempting to get around the fielder.
4. There is **no** runner for the catcher.
5. If a team is ahead by 10 runs at the commencement of their innings at bat, the team may only score a maximum of six runs per innings (plus any additional runs scoring on the last at bat) until such stage that the runs ahead falls below 10 runs.
6. Minimum of eight players are required throughout the game. No automatic outs. Teams with less than eight players will result in a forfeit. Players may be sourced from another club without penalty during the minor rounds.
7. Substituted players may re-enter a game in the event of an injury, ejection or a player forced to leave the ground prematurely, but are not permitted to pitch.
8. Team may not steal when ten or more runs ahead or behind. Runners may advance on wild pitches or pass balls.
9. For multiple games over more than a one-day period, please consult the BQI Tournament Rules.
10. No junior player may play in more than three games within a twenty-four hour period within the FNCBA competition. Any participation (**except** where a player is used as a pinch runner **only**) is counted as "a game"; **however, in the Major Rounds, this rule does not apply.** For the purpose of this rule, a junior may start game 4 at the same time as the player started their participation game 1 on the prior day, but not beforehand. They are not required to wait until the completion time of game 1
NO SENIOR LEAGUE PLAYER ASSESSED TO PLAY SENIOR BASEBALL MAY PLAY ABOVE THEIR ASSESSED GRADE
11. The Regional Director of Coaching, along with the FNCBA BOM, have the ability to down grade a Junior player after they have made an inspection of that players ability.

- 12 All time games will finish at the time set down in the *Fixtures Schedule*, except for circumstances covered in the following instances:
 - a. If the top of an innings is in progress when the allocated time for a game expires, the UIC will call game immediately.
 - b. If the bottom of an innings is in progress when the allocated time expires, that part of the innings will be completed. The maximum time allowed for such completion of the innings shall be *fifteen (15) minutes*. At the end of this time, the batter at the plate will complete his/her turn at bat and the game will thereupon finish. If the winning run is scored in this half innings, the game will end immediately after that runner crosses the plate. If the winning run should result from a home run, then all runs batted by that hit will score.

Section H: Speed-Up Rules

1. In “time” games only. In the event that the *visiting team* draws level or takes the lead in a game, it shall have the right *once, and once only* in a game, to forfeit its remaining “outs” in that half innings. This is done by informing the UIC. The UIC shall immediately inform the Opposition Team Manager and scorers and instruct the home team to leave the field and prepare to bat. This declaration must be made prior to the allocated finishing time of completion of the game. If the visiting team comes to bat again, it shall resume from when the declaration was made (i.e. no automatic outs are recorded for the declaration of an inning);
2. **Between innings** in all grades, the UIC shall allow approximately **one minute** between the last play of one-half of an inning and the first pitch of the next (Pitchers and catchers are to be encouraged to move quickly into position in order to fit 5-6 warm up throws between innings). Each starting pitcher (or new pitcher) shall be allowed a maximum of 8 warm up throws.
3. The batter will take his/her signals from the coach in the batter’s box. The UIC will hold the pitcher until the batter is settled;
4. There is to be no runner for the catcher in any grade.
5. The UIC will be the official timekeeper. The UIC may instruct the scorers to assist with the official timekeeping. Scorers shall give at least five (5) minutes warning to the UIC of the approach of the scheduled finish time.
6. In all time games, a regulation game has been played once playing time has exceeded half of the allocated time.
7. If the UIC calls “game” before the allocated time, the result of the game will be determined by the score at the last even innings (unless the home team is in front during the inning in which “time” is called).
8. Where a game of fewer than the respective minimum number of innings or one half of the playing time has not been completed, this will result in a no-game.

Section I: Pitching and Catching

1. Players may pitch and catch in the same day observing the following.
 - a. If pitcher who pitches 40 or less pitches may catch on that day.
 - b. If a catcher catches 3 innings or less he may pitch that day either in his own division or senior baseball if approved to his allowable quota. A single pitch in an innings constitutes an inning caught.
2. Senior League players League Age 14, 15 & 16 may catch in more than one game in any given day.
3. All Junior players participating in Senior or Junior competitions are to adhere to the **Playing, Pitching and Catching Rules** for their natural age group;
Penalty: A loss by forfeit may be recorded against offending team. The offending Coach will appear before the Board of Management.
NOTE: All coaches should make changes between innings when possible. It is recommended that pitchers should not start the next inning if 10 or less pitches remain before reaching maximum. This also allows for the next incoming pitcher to be prepared adequately.

NOTE: Teams breaching the pitching and catching rules for Junior Players **will forfeit the game** where the breach occurred

Section J: Pitching

Age	Max Pitch	0 Days Rest	1 Days Rest	2 Days Rest	3 Days Rest	4 Days Rest	5 Days Rest
13-14	95	1-30	31-45	46-60	61-75	76+	NA
15-16	95	1-30	31-45	46-60	61-75	76+	NA

1. Pitchers may not exceed the game maximums, with the exception that should they reach their maximum number of pitches while there is still a batter in the box, they may complete that batter and then be immediately replaced. Scorers are to inform the coach when pitchers are within 20 pitches of reaching their maximum limit.

Note: All pitches thrown will be used to calculate their rest period.

2. **It is STRONGLY recommended:**
 - a. **That pitchers throw at least 75% fastballs throughout the season.** This is an arm safety and player development requirement.
 - b. That pitchers not pitch in excess of 1/3 of their game maximum in any single inning.
3. In Senior League a pitcher who is substituted to another position but remains in the game may return to pitch any time in the remainder of the game but may only return once per game to complete his quota. (Green Book Rule 3.03)
4. In Senior League a player may pitch up to two games in a day but must adhere to daily maximums and mandatory rest periods. Under no circumstances shall a player pitch in three (3) consecutive days. (Green Book Reg. VI (k))
5. After two coaching visits to the mound in the same inning, the pitcher will be removed from the mound, however, will be allowed to remain in the game in a defensive position. If the pitcher remains in the game it is strongly recommended that they play either First Base or Second Base.
6. Pitchers are allowed a maximum of eight warm-up pitches at the start of outing and a maximum of six pitches at the start of each inning following. The warm up shall not exceed one minute.

Section K: Batting

1. There is no designated hitter for the pitcher in junior baseball.
2. Senior league teams **MUST** use a 10 player batting line-up if they have 10 or more players available.
3. The tenth batter must stay in place for the complete game. The extra batter may appear in any batting position and must enter the game in defence at the halfway point. The extra batter is for development only and will not count towards participation until they appear on the field. The batting positions may not be changed at any point during the game, **ONLY** the fielding positions.

Note, In cases where teams have just 9 players, players of a younger age group may play up as the tenth batter provided they do not take the defensive position of a player in their natural age group unless in the case of injury or ejection.
4. In junior baseball once batters have faced a pitch during any time at bat, they cannot be replaced during that at bat, except in the case of an injury to the batter or batting out of order.
5. Batters are prohibited from throwing the bat. This is an umpire's judgement call. Offenders and their coaches are to be cautioned on the first offence. A second offence by the same batter will result in the batter being called out and all other runners returned to their bases last legally occupied.

Section L: General Coaching

1. Any person coaching must have appropriate Coaching Accreditation and have signed a Prohibited Persons Declaration. Only the coaches may approach the umpires to make player changes or to communicate about the game. Coaches, including players, must wear helmet when performing duties as 1st or 3rd base coach.
2. All coaches are required to abide by the FNCBA Coaches' Code of Conduct.
3. Coaches and players are prohibited from disputing any type of umpiring judgement calls. (Example: out/safe, ball/strike, or fair/foul).
Penalty: Automatic ejection
4. Coaches must sign the scorebooks and game cards at the conclusion of every game.
5. At the conclusion of the each game, **both teams** shall be responsible for the accuracy of the **Official Game Result Card**. The **winning team is then responsible** for the submitting of the game card to the relevant FNCBA Registrar. This can be achieved by placing it in the FNCBA Result Collection Receptacle at Albert Park, or by post, email or fax. The Game Result Card must include all players participating in game (names must include **Christian names**, initials are not acceptable), scores for the game, together with details of any ejections, cautions or protests recorded on the game card;
6. **Both scorers** will ensure that:
 - a. Game cards are fully completed, accurate, and legible;
 - b. Team coaches print their name in the appropriate place on the card; and
 - c. UIC print and sign their name in the appropriate place on the card.
7. In the event of a coach/team being found to be in breach of any of the BQI Rules or FNCBA Rules, the offending club will be fined \$50.00 per offence. Coaches may also face revocation of their accreditation. Please refer to 'Schedule of Penalties' under FNCBA Local Playing Rules.

ALL TOBACCO AND ALCOHOL PRODUCTS ARE PROHIBITED WITHIN THE ONFIELD CONFINES OF ANY BASEBALL FACILITY.

After ascertaining that a coach, player or any team official is disregarding the above directive, the umpires are to automatically eject the offending person. Leagues are then to ensure that the offending person is required to report for a judiciary hearing.

Section M: Finals

1. The format of the finals may change from season to season as determined by FNCBOM.
2. No runs per inning restriction will apply.
3. The team finishing at the top of the points table at the end of the Minor Premiership shall be declared **Minor Premiers** and designated as the home team for the first semi-final. In the event of two or more teams being level at the top of the minor premierships points table, they shall be declared joint **Minor Premiers**.
4. Should two or more teams who qualify for the major rounds (after completion of the Minor Premiership fixtures) be tied, the Registrar shall allocate places using the following criteria:
 - a. Head to head for the tied teams for the season;
 - b. Win-loss percentage for the season;
 - c. Then runs for and against, head to head for the season;
 - d. Then runs for and against overall for the season.
5. When semi-final draws are being made, the team finishing in the higher place on the points table at the end of the Minor Premiership shall be designated as the home team for the first semi-final.
6. Any age eligible players may participate in Final series. If FNCBA find that a Club is using this rule to the detriment of the spirit of the game, FNCBA may decide that a player is ineligible.
7. In the event of games being halted by wet weather (time games only) half the scheduled playing time shall constitute a regulation game.
8. If a Major Round game is washed out, the Registrar will reschedule the game for the following week or midweek if possible.

9. In the event of a rescheduled Grand Final then being washed out, the “home team” will be declared the Major Premier. Junior players (big league qualified or below) may play in more than three games within a twenty-four hour period within the FNCBA competition **during the Major Rounds only.**

10. Section N: Coaches Code of Conduct

These principles are considered practicable and are within the aims and objectives of Far North Coast Baseball Association.

1. Supervise the behaviour of the team at all times.
2. Do not criticise players in front of spectators, parents or other teams. Review constructive criticism with a player or the team in private.
3. Accept decisions of the umpire as being fair and called to the best of their ability. Do not abuse or ridicule the umpire nor allow your players to do so.
4. Develop team respect for opponents, spectators and officials. Do not criticise other teams, supporters or officials by words or gestures.
5. Set a good example in personal appearance and behaviour.
6. Encourage sportsmanlike behaviour among the players.
7. Ensure whenever possible all players have equal time on the diamond. Avoid overplaying the talented players - the average players need and deserve equal time.
8. Encourage players to work together as a unified group (teamwork).
9. Keep yourself informed of sound coaching principles and seek more skilled advice when necessary.
10. Encourage your team to hustle on and off the playing field at all times.
11. Place the welfare and development of the individual above a winning or losing record.
12. Do not embarrass or demoralise your opponents.
13. Do not use any form of tobacco or alcohol on the field, in the dugouts, bullpens or while in uniform.
14. Whenever possible provide assistance with coaching expertise and knowledge to developing teams.
15. Abide by the rules and regulations established by Baseball Queensland.
16. Be aware of any player with medical problems.
17. Strive to develop a positive image and self-sufficient attitude with each player.
18. Present the sport of baseball in a positive image.
19. Ensure your accreditation is current and updated regularly.
20. All Coaches must have signed a Prohibited Persons declaration.

I _____ have read and understand the above code of conduct and agree to abide by this code of conduct.

Signed: _____ Date: ____/____/2020

Rules specific under 18 & U20's
17, 18 & 19 year olds

Far North Coast Baseball Association Inc.



Since 1937, Home of the FNC
TIMBERJACKS

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Section A: Age Requirements

1. To be eligible for U20's you must be Under 20 years of age as at 31 December in the calendar year of the competition
2. Players are required to show proof of age upon initial registration. This documentation should be kept on file by the player's club and produced on request by an official of the League, Region, or BQI.

Section B: Playing Outside Natural Age Groups

1. U20 players are encouraged to play Senior Baseball.
2. U20 players, when playing Senior Baseball must adhere to pitching and catching restrictions of their age group.
3. Senior league players playing up an age group can only take the field to replace injured players or to ensure at least nine players take the field. That is, they **cannot** take the field at the expense of a player playing in their natural age group.
4. Senior league players, when playing up an age level, are **prohibited** from pitching and catching, unless prior permission is received by FNC BOM.
5. Under 20 players of lesser ability **may** make application to play down one age level only. The application must come from a parent/guardian and the player's current coach, through the FNCBA Regional Director of Coaching, to the FNCBA Board prior to the commencement of the player's first game in the lower age level. Copies of the approval forms must also be forwarded to Baseball Queensland. Players playing down are prohibited from pitching and catching, however, may apply to the Board for approval.

Section C: The Playing Field

Base Paths	Pitching Distance	Centerfield	Bases
90 feet	60 feet 6 inches	Open	Permanent

Section D: Playing Equipment

Balls	Bats	Shoes
Standard	Refer to Baseball NSW Bat Regulations https://www.baseballnsw.com.au/uploads/1/2/1/6/121695030/bnsw_bat_regulations.pdf	Metal Cleats Permitted

Section E: Protective Equipment

1. Players must wear full protective equipment at all times when catching or warming up a pitcher. Coaches warming up a pitcher are only required to wear a mask and protective cup.
2. Properly fitted, non-damaged two eared helmets must be worn by all batters, base-runners and juniors performing the duties of a base coach.
3. Any bat boy/girl (must be a minimum of 8 years old) in the dugout or on the field must wear a two-eared helmet at **ALL TIMES**.
4. Protective cups are **MANDATORY** for ALL players.
5. All clubs must make available a generous supply of SPF 30+ sunscreen.
6. Coaches must wear helmets when at 1st & 3rd coaching positions.

Section F: Pre-Game Routine

NOTE: Clubs must familiarise teams with the pre-game routine to be observed:

1. The Home Team shall occupy third base dugout and the Visiting Team shall occupy first base dugout.
2. Warming up on the infield, unless undertaking an infield/outfield routine is strictly not permitted.
3. Warming up in foul territory between first and third bases and home plate is strictly not permitted.

4. Umpires will arrive at home plate five minutes prior to the scheduled starting time. Both team Managers will approach the plate at this time, hand required game balls and line-ups to the UIC. The line-ups will consist of at least two (2) pieces (the original for the UIC and a copy for the opposition manager).
5. The UIC will check both line-ups, hand copies back to the appropriate managers and retain original line-ups.
6. Umpires and managers will discuss ground rules and playing regulations as applicable.

Section G: General Playing Rules

Wednesday Night

Start. Time	Finish. Time	Max. Innings	Max Runs
6.30pm	8.15pm	7 innings	9 per inning

Please note, that all runs count on last batter.

1. Players must start and play a full game in at least 25% of the team's officially scheduled games.
2. Each player in their natural age group MUST play at least 50% of the time allowed for that fixture.
Note: A five (5) minute leeway either side of the time will be granted.
- 3 **Anti-collision sliding rule: the runner is out if in the umpires judgement,**
 - The runner does not slide or attempt to get around a fielder who has the ball and is waiting to make the tag, or
 - **Intentionally** makes contact with the fielder in the act of fielding a thrown ball, whilst not sliding or attempting to get around the fielder.
- 4 There is **no** runner for the catcher.
- 5 If a team is ahead by 10 runs at the commencement of their innings at bat, the team may only score a maximum of six runs per innings (plus any additional runs scoring on the last at bat) until such stage that the runs ahead falls below 10 runs.
- 6 Minimum of eight players are required throughout the game. No automatic outs. Teams with less than eight players will result in a forfeit. Players may be sourced from another club without penalty during the minor rounds.
- 7 Substituted players may re-enter a game in the event of an injury, ejection or a player forced to leave the ground prematurely, but are not permitted to pitch.
- 8 A team may not steal when ten or more runs ahead. Runners may advance on wild pitches or pass balls.
- 9 For multiple games over more than a one-day period, please consult the BQI Tournament Rules.
- 10 No junior player (U20 or below) may play in more than three games within a twenty-four hour period within the FNCBA competition. Any participation (**except** where a player is used as a pinch runner **only**) is counted as "a game". **However, in the Major Rounds, this rule does not apply.** For the purpose of this rule, a junior may start game 4 at the same time as the player started their participation game 1 on the prior day, but not beforehand. They are not required to wait until the completion time of game 1
- 11 The Regional Director of Coaching, along with the FNCBA BOM, have the ability to down grade a Junior player after they have made an inspection of that players ability.
- 12 All time games will finish at the time set down in the **Fixtures Schedule**, except for circumstances covered in the following instances:
 - a. If the top of an innings is in progress when the allocated time for a game expires, the UIC will call game immediately.
 - b. If the bottom of an innings is in progress when the allocated time expires, that part of the innings will be completed. The maximum time allowed for such completion of the innings shall be **fifteen (15) minutes**. At the end of this time, the batter at the plate will complete his/her turn at bat and the game will thereupon finish. If the winning run is scored in this half innings, the game will end immediately after that runner crosses the plate. If the winning run should result from a home run, then all runs batted by that hit will score

Section H: Speed-Up Rules

1. In “time” games only. In the event that the *visiting team* draws level or takes the lead in a game, it shall have the right **once, and once only** in a game, to forfeit its remaining “outs” in that half innings. This is done by informing the UIC. The UIC shall immediately inform the Opposition Team Manager and scorers and instruct the home team to leave the field and prepare to bat. This declaration must be made prior to the allocated finishing time of completion of the game. If the visiting team comes to bat again, it shall resume from when the declaration was made (i.e. no automatic outs are recorded for the declaration of an inning);
2. **Between innings** in all grades, the UIC shall allow approximately **one minute** between the last play of one-half of an inning and the first pitch of the next (Pitchers and catchers are to be encouraged to move quickly into position in order to fit 5-6 warm up throws between innings). Each starting pitcher (or new pitcher) shall be allowed a maximum of 8 warm up throws.
3. The batter will take his/her signals from the coach in the batter’s box. The UIC will hold the pitcher until the batter is settled;
4. There is to be no runner for the catcher in any grade.
5. The UIC will be the official timekeeper. The UIC may instruct the scorers to assist with the official timekeeping. Scorers shall give at least five (5) minutes warning to the UIC of the approach of the scheduled finish time.
6. In all time games, a regulation game has been played once playing time has exceeded half of the allocated time.
7. If the UIC calls “game” before the allocated time, the result of the game will be determined by the score at the last even innings (unless the home team is in front during the inning in which “time” is called).
8. Where a game of fewer than the respective minimum number of innings or one half of the playing time has not been completed, this will result in a no-game.

Section I: Pitching and Catching

1. Players may pitch and catch in the same day observing the following.
 - a) If pitcher who pitches 40 or less pitches may catch on that day.
 - b) If a catcher catches 3 innings or less he may pitch that day to his allowable quota.
2. All Junior players participating in Senior or Junior competitions are to adhere to the **Playing, Pitching and Catching Rules** for their natural age group;
Penalty: A loss by forfeit may be recorded against offending team. The offending Coach will appear before the Board of Management.
NOTE: All coaches should make changes between innings when possible. It is recommended that pitchers should not start the next inning if 10 or less pitches remain before reaching maximum. This also allows for the next incoming pitcher to be prepared adequately.
NOTE: Teams breaching the pitching and catching rules for Junior Players **will forfeit the game** where the breach occurred.

Section J: Pitching

Age	Max Pitch	0 Days Rest	1 Days Rest	2 Days Rest	3 Days Rest	4 Days Rest	5 Days Rest
15-16	95	1-30	31-45	46-60	61-75	76+	NA
17-19	105	1-30	31-45	46-60	61-80	81+	NA

Pitchers may not exceed the game maximums, with the exception that should they reach their maximum number of pitches while there is still a batter in the box, they may complete that batter and then be immediately replaced. Scorers are to inform the coach when pitchers are within 20 pitches of reaching their maximum limit. **Note: For the avoidance of doubt any League Age 16,**

U18 & U20 players who pitch in the Wednesday Night U20's Competition will not be able to pitch in the Saturday Competition if they have more than 60 pitches in the Wednesday night game. Also players who pitch on Saturday and throw 76 plus pitches (15 & 16 Years) or 81plus (17-19 Years) cannot pitch on the Wednesday.

- 1.
2. It is **STRONGLY** recommended:
 - a. **That pitchers throw at least 75% fastballs throughout the season.** This is an arm safety and player development requirement.
 - b. That pitchers not pitch in excess of 1/3 of their game maximum in any single inning.
7. In U20's a player may pitch up to two games in a day but must adhere to daily maximums and mandatory rest periods. Under no circumstances shall a player pitch in three (3) consecutive days. (Green Book Reg. VI (k)) Under no circumstances shall a player pitch in three (3) consecutive days. (Green Book Reg. VI (k))
3. U20 players may catch in more than one game in any given day.
4. After two coaching visits to the mound in the same inning, the pitcher will be removed from the mound, however, will be allowed to remain in the game in a defensive position. If the pitcher remains in the game it is strongly recommended that they play either First Base or Second Base. Pitchers replaced cannot return to the mound during the game.
5. Pitchers are allowed a maximum of eight warm-up pitches at the start of outing and a maximum of six pitches at the start of each inning following. The warm up shall not exceed one minute.

Section K: Batting

1. There is no designated hitter for the pitcher in junior baseball.
2. Big league & U20 teams may use a 10 player batting line-up at the discretion of each Team's Manager. The tenth batter must stay in place for the complete game. The extra batter may appear in any batting position and must enter the game in defence at the halfway point. The extra batter is for development only and will not count towards participation until they appear on the field. The batting positions may not be changed at any point during the game, **ONLY** the fielding positions
Note: In cases where teams have just 9 players, players of a younger age group may play up as the 10th batter provided they do not take the position of a player who should rightfully be playing in that age group. However, they may not take the field in place of another player, except in the case of injury or ejection.
3. In junior baseball once batters have faced a pitch during any time at bat, they cannot be replaced during that at bat, except in the case of an injury to the batter or batting out of order.
4. Batters are prohibited from throwing the bat. This is an umpire's judgement call. Offenders and their coaches are to be cautioned on the first offence. A second offence by the same batter will result in the batter being called out and all other runners returned to their bases last legally occupied.

Section L: General Coaching

1. Any person coaching must have appropriate Coaching Accreditation and have signed a Prohibited Persons Declaration. Only the coaches may approach the umpires to make player changes or to communicate about the game. Coaches, including players, must wear helmet when performing duties as 1st or 3rd base coach.
2. All coaches are required to abide by the FNCBA Coaches' Code of Conduct.
3. Coaches and players are prohibited from disputing any type of umpiring judgement calls. (Example: Out/safe, ball/strike, or fair/foul).
Penalty: Automatic ejection
4. Coaches must sign the scorebooks and game cards at the conclusion of every game.
5. At the conclusion of the each game, **both teams** shall be responsible for the accuracy of the **Official Game Result Card**. The **winning team is then responsible** for the submitting of the game card to the relevant FNCBA Registrar. This can be achieved by placing it in the

FNCBA Result Collection Receptacle at Albert Park, or by post, email or fax. The Game Result Card must include all players participating in game (names must include **Christian names**, initials are not acceptable), scores for the game, together with details of any ejections, cautions or protests recorded on the game card;

6. **Both scorers** will ensure that:
 - a. Game cards are fully completed, accurate, and legible;
 - b. Team coaches print their name in the appropriate place on the card; and
 - c. UIC print and sign their name in the appropriate place on the card.
7. In the event of a coach/team being found to be in breach of any of the BQI Rules or FNCBA Rules, the offending club will be fined \$100.00 per offence. Coaches may also face revocation of their accreditation. Please refer to ‘Schedule of Penalties’ under FNCBA Local Playing Rules.

ALL TOBACCO AND ALCOHOL PRODUCTS ARE PROHIBITED WITHIN THE ONFIELD CONFINES OF ANY BASEBALL FACILITY.

After ascertaining that a coach, player or any team official is disregarding the above directive, the umpires are to automatically eject the offending person. Leagues are then to ensure that the offending person is required to report for a judiciary hearing.

Section M: Finals

1. The format of the finals may change from season to season as determined by FNCBOM.
2. No runs per inning restriction will apply.
3. The team finishing at the top of the points table at the end of the Minor Premiership shall be declared **Minor Premiers** and designated as the home team for the first semi-final. In the event of two or more teams being level at the top of the minor premiership points table, they shall be declared joint **Minor Premiers**.
4. Should two or more teams who qualify for the major rounds (after completion of the Minor Premiership fixtures) be tied, the Registrar shall allocate places using the following criteria:
 - a. Head to head for the tied teams for the season;
 - b. Win-loss percentage for the season;
 - c. Then runs for and against, head to head for the season;
 - d. Then runs for and against overall for the season.
5. When semi-final draws are being made, the team finishing in the higher place on the points table at the end of the Minor Premiership shall be designated as the home team for the first semi-final.
6. Any age eligible players may participate in Final series. If FNCBA find that a Club is using this rule to the detriment of the spirit of the game, FNCBA may decide that a player is ineligible.
7. In the event of games being halted by wet weather (time games only) half the scheduled playing time shall constitute a regulation game.
8. If a Major Round game is washed out, the Registrar will reschedule the game for the following week or midweek if possible.
9. In the event of a rescheduled Grand Final then being washed out, the “home team” will be declared the Major Premier. Junior players (big league qualified or below) may play in more than three games within a twenty-four hour period within the FNCBA competition **during the Major Rounds only**.

Section N: Coaches Code of Conduct

These principles are considered practicable and are within the aims and objectives of Far North Coast Baseball Association.

1. Supervise the behaviour of the team at all times.
2. Do not criticise players in front of spectators, parents or other teams. Review constructive criticism with a player or the team in private.
3. Accept decisions of the umpire as being fair and called to the best of their ability. Do not abuse or ridicule the umpire nor allow your players to do so.
4. Develop team respect for opponents, spectators and officials. Do not criticise other teams, supporters or officials by words or gestures.
5. Set a good example in personal appearance and behaviour.
6. Encourage sportsmanlike behaviour among the players.
7. Ensure whenever possible all players have equal time on the diamond. Avoid overplaying the talented players - the average players need and deserve equal time.
8. Encourage players to work together as a unified group (teamwork).
9. Keep yourself informed of sound coaching principles and seek more skilled advice when necessary.
10. Encourage your team to hustle on and off the playing field at all times.
11. Place the welfare and development of the individual above a winning or losing record.
12. Do not embarrass or demoralise your opponents.
13. Do not use any form of tobacco or alcohol on the field, in the dugouts, bullpens or while in uniform.
14. Whenever possible provide assistance with coaching expertise and knowledge to developing teams.
15. Abide by the rules and regulations established by Baseball Queensland.
16. Be aware of any player with medical problems.
17. Strive to develop a positive image and self-sufficient attitude with each player.
18. Present the sport of baseball in a positive image.
19. Ensure your accreditation is current and updated regularly.
20. All Coaches must have signed a Prohibited Persons declaration.

I _____ have read and understand the above code of conduct and agree to abide by this code of conduct.

Signed: _____ Date: ____/____/2020