



NORTH EASTERN BASEBALL ASSOCIATION

HANDBOOK

2022

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Club Delegate Wangaratta Rangers	Owen Godenzi	0419 514 695	wangarattarangers@hotmail.com
Club Delegate Wodonga Warriors	Bill Clear	0427 594 947	president@wodongabaseball.org.au

NEBA Website: northeasternbaseball.com.au

Club Executive & Wet Weather

Club	President	Vice-President	Secretary	Treasurer	Wet Weather	Venue
Albury Bears	Eddie Simmons 0437 123 041	Brendan Simmons 0408 120 412	Steph Odewahn 0407 068 459	Narelle Taylor 0409 867 967	Eddie Simmons 0437 123 041	Springdale Heights Baseball Field, Cardo Drive Lavington
Benalla Bandits	Dylan Barber 0455 159 978	Samantha Brown 0491 380 039	Summer Barber 0455 444 530	Lisa Brook 0424 818 481	Dylan Barber 0455 159 978	Benalla Racecourse Reserve, 5809 Midland Highway, Benalla
Porepunkah Panthers	Paul Meddings 0410 618 615	Scott McCallum 0448 973 364	James Rogers 0499 977 154	Heath Anders 0478 601 321	Heath Anders 0478 601 321	Porepunkah Recreation Reserve, Martley St Porepunkah
Wangaratta Rangers	Nathan Pool 0492 973 419	Owen Godenzi 0419 514 695	Jamie Samuels 0411 040 608	Tony Smith 0432 567 362	Nathan Pool 0492 973 419	Targoora Park, Wangaratta-Whitfield Rd Wangaratta
Wodonga Warriors	Michael (Bill) Clear 0427 594 947	Tyson Berry 0438 188 417	Renee Berry 0427 877 219	Tracey Chadwick 0407 592 722	Andrew Weal 0402 047 439	Gayview Park, Serpentine Ave Wodonga





NEBA WINTER SEASON A GRADE - 2022 DRAW

Round 1 24 April Bears v Warriors (S) Panthers v Rangers (P)	Round 2 1 May Rangers v Bears (T) Panthers v Warriors (T)	Round 3 8 May Panthers v Bears (P) Warriors v Rangers (G)
Round 4 15 May Warriors v Bears (T) Rangers v Panthers (T)	Round 5 22 May Bears v Rangers (S) Warriors v Panthers (G)	Round 6 29 May Rangers v Warriors (T) Bears v Panthers (T)
Round 7 5 June Bears v Warriors (S) Panthers v Rangers (G)	Round 8 19 June Rangers v Bears (T) Panthers v Warriors (T)	Round 9 10 July Panthers v Bears (S) Warriors v Rangers (G)
Round 10 17 July Warriors v Bears (G) Rangers v Panthers (T)	Round 11 24 July Bears v Rangers (S) Panthers v Warriors (P)	Round 12 31 July Rangers v Warriors (T) Bears v Panthers (T)
Round 13 7 August Bears v Warriors (S) Panthers v Rangers (P)	Round 14 14 August Rangers v Bears (T) Warriors v Panthers (T)	Round 15 21 August Panthers v Bears (P) Warriors v Rangers (T)

FINALS

28 August - SEMI FINAL (Ladder Position 2 vs 3, Ladder Position 1 straight into GF)
 4 September - GRAND FINAL (1 vs SEMI FINAL WINNER)
 11 September - Wet Weather Grand Final Day

KEY

B - Benalla Racecourse, Benalla
 G - Gayview Park, Wodonga
 P - Porepunkah Recreation Reserve, Porepunkah
 S - Springdale Heights Baseball Field, Lavington
 T - Targoora Park, Wangaratta
 First named = Home Team

* 25 / 26 June - U18's Winter Championship - Wangaratta

NEBA EXECUTIVE

President | Heath Anders | 0478 601 321
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 Treasurer | Tracey Chadwick | 0407 592 722
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 Junior Coordinator | Owen Godenzi | 0419 514 695

WET WEATHER CONTACTS

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 BANDITS | Dylan Barber | 0455 159 978
 PANTHERS | Heath Anders | 0478 601 321
 RANGERS | Nathan Pool | 0492 973 419
 WARRIORS | Andrew Weal | 0402 047 439



NEBA WINTER SEASON B GRADE - 2022 DRAW

<p>Round 1 24 April</p> <p>Bears v Warriors (S) Panthers v Rangers Grey (P) Bandits v Rangers Orange (B)</p>	<p>Round 2 1 May</p> <p>Rangers Orange v Bears (T) Rangers Grey v Warriors (T) Panthers v Bandits (T)</p>	<p>Round 3 8 May</p> <p>Panthers v Bears (P) Warriors v Rangers Orange (G) Bandits v Rangers Grey (B)</p>
<p>Round 4 15 May</p> <p>Bandits v Bears (T) Rangers Orange v Rangers Grey (T) Warriors v Panthers (T)</p>	<p>Round 5 22 May</p> <p>Bears v Rangers Grey (S) Warriors v Bandits (G) Rangers Orange v Panthers (T)</p>	<p>Round 6 29 May</p> <p>Rangers Grey v Bears (T) Rangers Orange v Warriors (T) Bandits v Panthers (T)</p>
<p>Round 7 5 June</p> <p>Bears v Rangers Orange (S) Warriors v Panthers (G) Bandits v Rangers Grey (B)</p>	<p>Round 8 19 June</p> <p>Rangers Orange v Panthers (T) Bears v Bandits (T) Rangers Grey v Warriors (T)</p>	<p>Round 9 10 July</p> <p>Bears v Panthers (S) Warriors v Bandits (G) Rangers Grey v Rangers Orange (T)</p>
<p>Round 10 17 July</p> <p>Warriors v Bears (G) Rangers Grey v Panthers (T) Bandits v Rangers Orange (B)</p>	<p>Round 11 24 July</p> <p>Bears v Rangers Orange (S) Panthers v Warriors (P) Rangers Grey v Bandits (T)</p>	<p>Round 12 31 July</p> <p>Rangers Orange v Warriors (T) Bears v Bandits (T) Panthers v Rangers Grey (T)</p>
<p>Round 13 7 August</p> <p>Bears v Warriors (S) Panthers v Bandits (P) Rangers Grey v Rangers Orange (T)</p>	<p>Round 14 14 August</p> <p>Rangers Orange v Panthers (T) Rangers Grey v Bears (T) Bandits v Warriors (B)</p>	<p>Round 15 21 August</p> <p>Panthers v Bears (P) Rangers Orange v Bandits (T) Warriors v Rangers Grey (T)</p>

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RANGERS | Nathan Pool | 0492 973 419
WARRIORS | Andrew Weal | 0402 047 439



NEBA WINTER SEASON

U15s - 2022 DRAW

Round 1 24 April NO JUNIOR GAMES	Round 2 1 May Rangers v Bears (T) Panthers v United (T) BYE - WARRIORS	Round 3 8 May Panthers v Bears (P) Warriors v Rangers (G) BYE - UNITED
Round 4 15 May United v Bears (T) Warriors v Panthers (T) BYE - RANGERS	Round 5 22 May Warriors v United (G) Rangers v Panthers (T) BYE - BEARS	Round 6 29 May Rangers v Warriors (T) United v Panthers (T) BYE - BEARS
Round 7 5 June Bears v Rangers (S) Warriors v Panthers (G) BYE - UNITED	Round 8 19 June Rangers v Panthers (T) Bears v United (T) BYE - WARRIORS	Round 9 10 July Bears v Panthers (S) Warriors v United (G) BYE - RANGERS
Round 10 17 July Warriors v Bears (G) United v Rangers (B) BYE - PANTHERS	Round 11 24 July Bears v Rangers (S) Panthers v Warriors (P) BYE - UNITED	Round 12 31 July Rangers v Warriors (T) Bears v United (T) BYE - PANTHERS
Round 13 7 August Bears v Warriors (S) Panthers v United (P) BYE - RANGERS	Round 14 14 August Rangers v Panthers (T) United v Warriors (B) BYE - BEARS	Round 15 21 August Panthers v Bears (T) Rangers v United (T) BYE - WARRIORS

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NEBA WINTER SEASON

U11s - 2022 DRAW

Round 1 24 April NO JUNIOR GAMES	Round 2 1 May Rangers v Bears (T) Panthers v Warriors (T)	Round 3 8 May Panthers v Bears (P) Warriors v Rangers (G)
Round 4 15 May Warriors v Bears (T) Rangers v Panthers (T)	Round 5 22 May BYE - PANTHERS / WARRIORS / BEARS / RANGERS	Round 6 29 May Rangers v Warriors (T) Panthers v Bears (T)
Round 7 5 June Bears v Rangers (S) Warriors v Panthers (G)	Round 8 19 June Rangers v Panthers (T) Bears v Warriors (T)	Round 9 10 July Bears v Panthers (S) Warriors v Rangers (G)
Round 10 17 July Warriors v Bears (G) Rangers v Panthers (T)	Round 11 24 July Bears v Rangers (S) Panthers v Warriors (P)	Round 12 31 July Rangers v Warriors (T) Bears v Panthers (T)
Round 13 7 August Bears v Warriors (S) BYE - PANTHERS / RANGERS	Round 14 14 August Rangers v Panthers (T) BYE - WARRIORS / BEARS	Round 15 21 August Panthers v Bears (P) Warriors v Rangers (T)

FINALS

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RANGERS | Nathan Pool | 0492 973 419

WARRIORS | Andrew Weal | 0402 047 439

Section 2: By-Laws

The By-Laws have been split into two sections. Section one (1) By-Laws are attached to the Constitution of the NEBA. Section two (2) By-Laws are contained in this handbook. In general the Official Rules of Baseball will govern all NEBA fixtures. In certain circumstances these rules require modification to assist the smooth running of the game at our level.

The NEBA Constitution and Section 1 of the By-Laws should be read in conjunction with this fixtures handbook to ensure compliance with the rules.

For insurance NEBA is obligated to use the BA National Insurance Program. For insurance purposes proof of age is required for all junior players. Your club secretary can assist with insurance details.

BL2-001: Duration of games

The Senior grades play for 2 hours. U15's play for 1 hour and 30 minutes and U11's play for 1 hour. A minimum of twenty (20) minutes break between each game shall determine the start time of the next game if the preceding game runs overtime. The delay in the "start" time will be added to the "end" time to arrive at the revised "end" time.

GRADE	START	END	CONDITIONS
U11s	8:50am	9:50am	Play to time & 7 batter rule
U15s	10:10am	11:40am	Play to time & 7 batter rule
B Grade	12:00pm	2:00pm	5 minute rule, 7 run rule & 10 run mercy rule
A Grade	2:30pm	4:30pm	5 minute rule & 10 run mercy rule

BL2-002: Home Team Requirements

The home team must supply the following to the satisfaction of the Chief Umpire, also meeting the standards required by the NEBA under the rules of baseball.

The diamond is to be fully marked, including defined bench areas with benches for both teams, suitable safe back net, solid home run line with cones, flags/cones on the foul and dead ball lines, centre pegged bases, on deck circle. Pitching mounds must be used, and should have a suitable surface in good condition for varied weather conditions. A scorer's area behind the net with wet weather covers if required.

Baseballs approved by NEBA are to be used: 2 new & 1 used ball for A & B grades, and 1 new & 2 used balls for U15's. (plus spares as required)

Any breach noted by the umpire on the game sheet shall incur a \$25 fine per offence.

	U11s	U15s	A & B Grade
Pitching	42-46ft (12.80 - 14.02m)	54ft (16.46m)	60ft 6in (18.44m)
Base Paths	60ft (18.3m)	80ft (24.384m)	90ft (27.53m)
Diagonal Distance	80ft 10in (25.86m)	113ft 3in (34.52m)	127ft 3-3/8in (38.64m)
Home Run Fence	Max. 150ft (73m from home plate)	Max. 200ft (73m from pitchers plate)	320ft (CF)
Back nets	20ft from home plate	20ft from home plate	As per existing fields.
Balls	8.5 inch R.I.B.	9 inch R.I.B.	X-Plate 3000W Leather

Section 2: By-Laws

BL2-003: Uniforms and Equipment

- a. All players and coaches to be in full club/team uniform, which includes cap, optional jacket in club / team colours. With BOM approval, junior uniforms may be different to the clubs senior players.
- b. Players in under age competitions fielding in the outfield may wear jackets but they must be club or NEBA jackets only.
- c. Helmets - ALL players in ALL grades (Senior & Junior) must wear a double eared non-modified helmet while batting and base running.
- d. Base coaches must wear skullcap / underage players must wear double ear helmets.

BL2-004: Scorers / Coaches / Umpires

- a. Scorers - each team in all grades must supply one scorer. The person scoring must not score while participating in the same game. The home team is responsible for uploading the game into GameChanger. The away team is responsible for scoring in the scorebook.
- b. Coaches - all junior games must have at least one of the following: 2 Coaches. 1 being a senior coach in uniform and the other being a junior in a double eared helmet or another adult (uniform not required). The junior must be in their last year in that grade, or from a higher grade. All senior games must have 2 coaches in uniform (\$25 penalty).
- c. Umpires - all games must have minimum Level 0 Plate Umpire. *Refer penalty - NEBA bylaw BL2-034.*

BL2-005: Juniors Only

On offence, one coach may assist the batter in the batters box; one coach at 1st and one at 3rd. Others must stay on the bench with the players. Coaches may not physically assist a base runner. *Penalty: Runner is out.*

On defense, one coach may assist players from behind 2nd.

BL2-006: Match Sheets

Match sheets are to be completed by the Home team scorer and finalised by the umpire.

Votes shall be determined as follows:

- For Senior Grades - the two coaches and the plate umpire will provide 3, 2, 1 votes respectively.
- For the U15s - the 3, 2, 1 votes will be provided by the plate umpire only.
- For the U11s - a 3, 2, 1 vote will be done for each junior side by the opposition coach. An MVP for each club will be awarded at the end of year presentation.

The home team must ensure the match sheet and votes are sent to the NEBA secretary. The home team is responsible for providing the Senior and U11 coaches of both teams with their vote card.

BL2-007: Match Results

Match results are to be sent to the NEBA Secretary by 8:00pm on the night of the game via a photo of the Match Sheet and photo of the Score Book. The secretary should also be made aware of any reports/ejections/yellow cards/injuries from the day. *\$25 penalty.*

Section 2: By-Laws

BL2-008: 5 minute rule (seniors only)

If at the completion of even innings (from the call of side out) there remains MORE than 5 minutes before the scheduled completion time of the game, a further complete innings shall be played, except where the home team batting second needs none or part of it's innings at the scheduled time of completion of the game. (10 run rule also applies).

BL2-009: 10 run rule (seniors only)

Games shall be called immediately when one team is leading by ten runs or more after seven completed innings provided that the last half of the seventh, eighth or ninth innings shall not be played or completed if the home team is or becomes ten or more runs ahead. A team shall not play for percentage advantage after becoming ten runs ahead.

BL2-010: 7 run rule (B Grade)

A maximum of seven (7) runs can be scored in any one innings.

Should a team have already scored 6 runs and the batter hits safely which scores 2 runs, only the first of these will count to the score. After 7 runs have been scored the umpire will call "TIME" and the innings will come to an end.

The 7 run rule applies to home and away competition only.

Normal rules will apply for all finals.

BL2-011: Re-entry rule

The re-entry rule does not apply in Juniors, only in Senior grades. In the senior grades the re-entry rule for all players can only be used to replace an ***injured player***.

- a. Player Brown is taken out of the game and replaced by a bench player. The game continues and a player is injured and needs to be replaced. Brown may re-enter the game to replace the injured player. Brown does not have to return to his or her original fielding or batting positions, however Brown must replace the injured player in the batting line-up, and the coach may determine Brown's fielding position. The injured player is unable to re-enter the game at any stage.
- b. Coaches must ensure that in using the re-entry rule, the junior pitch count still applies, and no junior player is allowed to pitch and catch in the same game.

BL2-012: Pitch Counts

Pitch counts for all Under Age players will be based on the age of the player as at 31 December 2022 as per Baseball Victoria By Laws. Penalty for breach of this rule is the game being forfeited and the coach fined \$25. A player cannot pitch and catch in the same game / day without an innings break in between.

Age Group	Maximum	Additional allowable to complete batter
Under 13	45 pitches	15 (total must not exceed 60 pitches)
Under 15	55 pitches	15 (total must not exceed 70 pitches)
Under 17	65 pitches	15 (total must not exceed 80 pitches)
Under 18	80 pitches	20 (total must not exceed 100 pitches)

Section 2: By-Laws

BL2-013: Home Team

The first named team in the draw will be the “home team” and the second named team the “visiting team”. The home team will occupy the third base bench, have second use of the diamond for pre-game warm-ups, and remain on the diamond and field first.

BL2-014: Protective Equipment

All batters and base runners must wear double eared helmets; all catchers must wear helmets when catching; anyone warming up a pitcher on the diamond must wear a mask.

All Base Coaches must wear skull caps, Junior Players must wear double ear helmets.

BL2-015: Uniforms

Players, coaches, managers (and bat boy if possible) are to be in official team uniforms. Only those in uniform may occupy the bench during a game. Exceptions can be made for club officials or injured players who may join the bench if attired in the club’s track suit or warm up jacket.

BL2-016: Bat Boy

A team’s bat-boy must be mature enough to appreciate his role, wear a double eared helmet at all times while on the bench or playing field, and be attired in club colours as well as being a registered and insured person.

BL2-017: Pre-Game Plate Meeting

Both managers and/or their assistants will hand their line-ups to the respective recipients (Blue - Umpire, Yellow - Visiting Coach, White - Home Coach) at home plate 10 minutes before the scheduled start time of the game. The home team manager will indicate the ground rules that are applicable to the venue. Only those team representatives present at the plate meeting (max two per team) are able to approach an umpire on any matter during the game.

BL2-018: Speed-Up Rules

- a. Catcher: In all grades when a catcher becomes a base runner he/she may be replaced at any time by a substitute runner from the team’s line-up. With two outs this rule becomes mandatory (and includes the situation where a catcher is a base runner when the second out occurs).
- b. Pitcher: Between innings in all grades, umpires are to allow, within reason, approximately one minute between the last play of one half innings and the first pitch of the next
- c. Batter: The batter will take his signals from the coach while in the batter’s box. The Chief Umpire will hold the pitcher until the batter is settled.

Section 2: By-Laws

BL2-019: Conduct

1. Players must not eat or drink while on the field.
2. Any participants in a game will not be permitted to smoke, chew tobacco or drink alcohol for the duration of their game. Penalty is a yellow card.
3. Audible obscene language is not part of the game. An offender may receive a yellow card or be ejected.
4. Obscene language directed personally at an umpire is not acceptable and will result in immediate ejection.
5. If a person (ie. player, coach, manager, bat boy, club official) is ejected from the game by an umpire, the following must be adhered to:
 - a) The ejected person must NOT stay within the clubs dugout/bench area.
 - b) The ejected person must NOT engage in any communication with any umpire from the game they were ejected from.
 - c) The ejected person must NOT take up a position of coach in the game they were ejected from.
 - d) The ejected person must NOT verbally support/barrack for the team in the game they were ejected from.
 - e) Clubs should note that after a person is ejected, the manager/coach or other person/s appointed by the umpire will be held accountable for the actions of the ejected person. Should an ejected person's conduct not comply with these bylaws; the umpire's directive to control the person's behaviour is ignored or the person is unable to be controlled, then a forfeit against the ejected person's team may occur.

BL2-020: Multiple Games (Seniors)

Any senior player not being used as a Top Up (*Ref. BL2-028*) is eligible to play 2 games on the same day. If they have played Early Game then under normal circumstances they must wait until the start of the 4th innings before they can play Late Game. A player can only pitch in one grade on the same day. (*Penalty for breach is Special Penalty Item – BL2-036*). This applies to home & away plus finals games.

Section 2: By-Laws

BL2-021(a): Multiple Games (juniors – eligible to play seniors - in accordance with BV By-law 26)

Minimum age requirement for under aged players playing in senior grades is that they must turn 14 before the 31st December 2022. AQJ = aged qualified junior player turning 14 as at 31 December 2022. *(Penalty for breach is Special Penalty Item – BL2-036)*

The intent of the following is to allow an AQJ (Aged Qualified Junior) to play in 2 games on the same day. An AQJ has an exemption to start in ONE senior game, only if the player has played the junior game.

An AQJ cannot under any circumstances start in two (2) seniors games on the same day.

Examples of how an AQJ can play 2 games.

1: Plays U/15's, has an exemption to start in ONE senior game.

2: Plays U/15's and does not use the exemption to start in the senior grades. The AQJ is still able to play in either the B or A grade game, by coming into the game from the 4th innings on.

3: Assuming the AQJ does not play U/15's, and plays B grade as the first game on the day: apart from pitch counts, they are basically considered a senior player for the purposes of the rules on the day. Therefore they may play the second game under any by-law allowing a senior player to do so.

(Refer 80.4.)

4: A junior player can only pitch in one game on the same day to a maximum of seven (7) completed innings (this applies even if the players pitch count has not been reached). They cannot catch in the same game as they pitch. (regardless of the grade) They can pitch one grade and catch in another grade on the same day, but only for the combined total of seven (7) completed innings. Eg: Pitches five (5) innings in the first game, can only catch two (2) innings in the second game played.

5: Pitch counts apply to all juniors, regardless of the grade they play.

(Any breach of BL2-021 is a Special Penalty Item – BL2-036)

This applies to home & away plus finals games.

BL2-021(b): Multiple games for juniors playing two (2) junior games.

1: For an under 11 player to be eligible to play under 15's, they must be in their last year of age qualification to play 15's or have a NEBA approved dispensation to play at the higher grade

2: For an under 15 player to qualify to play under 11's, they must be in their first year of age qualification for 15's, and will require dispensation to play down. (Restrictions may apply)

3: Junior players meeting the qualification to play in both junior grades may start in both games if required.

4: A junior player can only pitch in one game on the same day to a maximum of FIVE (5) completed innings. (this applies even if the players pitch count has not been reached.) They cannot catch in the same game as they pitch (regardless of the grade). They can pitch one grade and catch in another grade on the same day, but only for the combined total of FIVE (5) completed innings. **Eg: Pitches three (3) innings in the first game, can only catch two (2) innings in the second game played.**

Note: An under 15 player playing down in the under 15's, is bound by 88.4, and any other restrictions applied when dispensation was approved.

5: Pitch counts apply to all juniors, regardless of the grade they play.

This applies to home & away plus finals games.

Section 2: By-Laws

BL2-022: Qualifications for Finals (Juniors & Seniors)

1. In order for any player junior or senior to qualify for the NEBA finals series, they must have played 25% of the available home and away rounds. Two (2) games on the same day will constitute one (1) round of baseball.
The provision of this rule shall not apply to players called up for service with the armed forces during the season concerned.
2. Aged qualified junior players have no restrictions placed on them regarding the number of home and away games they play in a higher grade. If they play more home and away games in a higher grade than their junior grade, they are still eligible to play the junior grade finals. If they played juniors only in home and away games and qualified for finals (73.1) they may still play seniors in finals. (AQJ refer BL2-021.)
3. Seniors must abide by the following calculation:

To arrive at a percentage, a player must divide the games they played in each grade against the games available to be played for that grade. (available = the amount of games their club actually played for that grade less games umpired by the player in an available game. Forfeits would be included as a game played).

The following example is based on player Smith having available 20 rounds for A grade, and 16 for B grade.

B Grade: Smith plays 9 of the available 16 games: $9 \div 16 = 56.25\%$

A grade: Smith plays 11 of the available 20 games... $11 \div 20 = 55.00\%$

Smith has played a higher percentage of the available games in B grade, therefore would qualify to play in both grades for the finals. If the percentage had been higher in the A grade, Smith would only qualify for the A grade finals.

Penalty: If the offending team is the winning team, it shall forfeit the match. If the offending team is the losing team, it shall be liable for a fine to be fixed by the BOM.

Section 2: By-Laws

BL2-023: Juniors

1. Qualification to participate in our under aged competitions are in accordance with the current Baseball Victoria qualification dates with aged groupings as specified by the BOM and a minimum age of seven (7) years to participate.
2. A club may apply for dispensation to play a person under the age of 7 years. (Restrictions may apply)
3. A club may apply for dispensation to play a junior turning 15 or under on or before the 31st December 2022 season in the senior grades. (Restrictions may apply)
4. A club may apply for dispensation to play a person in a lower junior grade, when their age would normally not allow them to do so. (Restrictions may apply)
5. All requests for dispensation must be submitted on a NEBA authorised dispensation form.

(re:BL2-023 .2 & 3:) the player must have written parental/guardian permission, (original sent to NEBA secretary, and a copy held by the club) the approval of their club/team coach, and be assessed by their club / team coach. The President or Vice President are authorised by the Board of Management to approve or reject the dispensation, and their decision is final. A request for dispensation that is rejected in total, may be resubmitted after a 2 month period. If dispensation is approved to play B grade only, then the player may re-submit to play A grade after being re-assessed by either the President or Vice President, and only after having played 21 completed innings in B grade. Restrictions may include fielding positions; ie: outfield only.

(Penalty for breach is special penalty item – bylaw BL2-036)

BL2-024: Injury Rule

1. A player who is injured while playing will be given 10 minutes from the time the umpire halts play and “declares injury time” to return to their position. If they cannot continue, and can’t be replaced, and the number of players falls below the minimum requirement then the team forfeits the game. Refer BL2-026 1, 2.
*NB: Clubs be aware that the 10 minute time limit is used by the umpire only in the management of a game; i.e. to determine the outcome of a game, if a forfeit is to apply.
This possible outcome (forfeit) should not have any impact on the treatment or welfare of an injured player. The umpire will not influence any club or official to move an injured player, or ask a player to return to their position if injured. The onus is on the player and club to determine if the injured player can/should continue to play. Club officials are reminded of their Duty of Care to players at all times, & in this instance to the injured player.*
2. Scenario: A player is injured, and due to these injuries can’t be removed from the field of play. The game is halted, and obviously cannot continue. A player IS available to replace the injured player. (NB: the 10-minute time limit referred to in BL2-024.1 does not apply in this situation.)
3. Ruling: If the game has reached the requirements of a complete game (refer by-law BL2-033 complete game), then the result is final if the delay continues to the scheduled finish-time of the game. If for any reason the game is not a complete game and the delay continues to the scheduled finish-time of the game, the umpire will call the game, resulting in the game being abandoned (no points are awarded to either side).

Section 2: By-Laws

4. If the injured player is removed from the field, then the game may continue until the scheduled out time for the game. (Normal rules and by-laws still apply)
5. No time is added to the game as a result of injury, bleeding or ejection.
6. Only registered insured members of a club can play.

BL2-025: Blood Rule

1. 1: Players are not to take to the field if they are bleeding, or have a significant amount of un-dried blood on their uniform. (The umpire may request the uniform be changed)

If bleeding occurs while on the field, the umpire will halt play. 10 minutes is allowed from this time to stop the bleeding, or the player must be removed from the game, even if no replacement player is available, resulting in the team forfeiting the game.

2. If bleeding occurs as a result of a player being injured, then BL2-024 should be read in conjunction with the blood rule.

No time is added to the game as a result of injury, bleeding or ejection.

3. Only registered insured members of a club can play.

Section 2: By-Laws

BL2-026: Forfeits

Teams are allowed an extra 15 minutes from the scheduled start time of a game to field the minimum number of players for their grade, or they forfeit the game. The forfeiting team shall be liable for the full payment of umpire's fees for the game (including travel cost if the forfeited game was the only game the umpire was in attendance for). The non-forfeiting manager is able to list the 9 starting players on the games match card (the umpire will request to sight the listed players). This would constitute a game for the listed players, and be duly noted by the Association Secretary. A game starting within the 15 minutes should still run for the scheduled duration.

1. A grade must start and finish with 9 players.
2. B grade and junior grades must start and finish with a minimum of 7 players.
3. In the case of an injury or bleeding or ejection during a game, teams are allowed 10 minutes to field a replacement player. If they cannot do so and the number of remaining players falls below the minimum requirement, the team forfeits the game.
4. Official Baseball Rules 4.15 to 4.18 also apply to forfeits.

Forfeit PRIOR to scheduled game start time

Any team giving prior notice that they are unable to present the required number of players at the ground to start a game on time will forfeit the game.

Any forfeit prior to game start time will be recorded as a 9-0, 3 point result against the forfeiting team.

The non-forfeiting team can choose to present 9 players at the ground at game start time to have those players recorded on a game card. The umpire must sight the players, and the card must be signed by the club manager and umpire, and sent to the association secretary.

1. The forfeiting team must advise one of the association executive, the umpire and opposition team of their intent to forfeit prior to game start time.
2. The non-forfeiting team must confirm their intentions to have nine players at the ground at game start time with the scheduled plate umpire.

Any breach of ethics regarding this procedure will result in a severe penalty being applied by the board to the umpire, manager and club.

Section 2: By-Laws

BL2-027: Avoid Forfeits

The intent of this rule is to assist A grade in avoiding a forfeit. If the following does occur, it is not considered “normal circumstances” as per BL2-020

If any A grade player is injured or bleeding or ejected in the first 3 innings and can't continue in the game, and no replacement bench players are available, teams are allowed 10 minutes to field a replacement player from the following options:

1. An aged qualified junior or B grade senior player may enter the game as the replacement. *(NB Players are only allowed 2 games on the same day, this applies even if the “top-up” or aged junior exemption rule has already been used).*
2. This rule may only be used once per game.
3. This applies to home & away plus finals games.
4. No time is added to the game as a result of injury, bleeding or ejection.
5. Only registered insured members of a club can play.

BL2-028: Top-Up Players: Senior & Junior

The intent of this rule is to help clubs who are short of players on the day. The “top-up” rule will assist clubs in starting senior grade games with 9 players. The “top-up” rule cannot be used if 9 other players are available to start A grade. A maximum of TWO (2) senior players can be used as “top-up” players. *(Penalty for breach is Special Penalty Item – BL2-036)*

An AQJ cannot under any circumstances start in two (2) seniors games on the same day.

(aged qualified junior = junior player turning 16 as at 31 December 2021).

1. An AQJ having played the U/15 game has an exemption to start in either the A or B grade game. This exemption is NOT a top-up player.
Examples of how the top-up/exemption rule applies.
Players “Smith and Jones” = two senior players
Player “Brown” = a junior player
2. Smith and Jones play in B grade, both may be used as top-up players to start in A grade.
3. Smith and Jones play B grade; and Brown plays the U/18 game. All three may start in the A grade game. The reason: Smith and Jones are used as the top-up players, and Brown has an exemption to start in ONE senior game. (there is no limit on the number of aged qualified junior exemptions who can start in a one senior game, refer; BL2-021 3.)
4. (assuming Brown has not played the U/18 game.) Smith, Jones and Brown play B grade. Only Smith and Jones can be used as the top-up players into A grade. As a junior, Brown cannot start in two seniors games on the same day. Brown is however basically considered a senior player for the purposes of the rules on the day, and may enter the second game under any by-law allowing a senior player to do so.
5. Pitch counts apply to all juniors, regardless of the grade they play.

Section 2: By-Laws

BL2-029: Registration (as per Baseball Victoria By-law 25)

- a) Players must be registered and financial prior to playing their first game for that season.
- b) Players who fill in on a game day will not be expected to pay a fee until they play a second game with that Club or another club in that same Association, in that season.
- c) Players participating in representative teams must be registered and financial on the Baseball Victoria Online Registration system. This can be via a club registration, or an individual event registration. Note: this would apply to Senior Carnivals as well.
- d) All players registered in the correct manner on the IMG system e.g. registered with player registration paid online by credit card or other approved payment method.
- e) Penalty for playing an unregistered and non-financial player in any fixtured game will be loss of points for that game, and any other game that the player subsequently participates in, plus a \$50 fine for each player this applies to.
- f) For the first game of any new season, where a player is found to be unregistered and non-financial, clubs will be given 48 hours from midnight of the day of the game to register and have that player or players made financial.

BL2-030: Game Day Registration (Removed - refer to BL2-029)

BL2-031: Junior Safety

Junior players must always slide into the base where a play is being made, feet first with the exception of first base that must be run through. Runners will be given out at the umpire's discretion of a play being made.

Exception is when an attempted pick off is made by the pitcher or catcher, the runner can return to their base head first.

BL2-032: Junior Footwear

Any player, playing junior baseball in the NEBA, must not wear metal Cleats. A breach of this rule will result in a \$25 fine to the Manager of the team.

BL2-033: Complete Game

To constitute a complete game for points to be awarded and a result to be reached are as follows:

Grade	Minimum Requirements
U11s	Play time of 45 minutes or three complete innings
U15s	Play time of 65 minutes or five complete innings (four and a half if the home team is ahead)
B	Play time of 65 minutes or five complete innings (four and a half if the home team is ahead)
A	Play time of 65 minutes or five complete innings (four and a half if the home team is ahead)
REFER TO ANNEXURE 1 TO DETERMINE RESULT IN THE EVENT OF AN INCOMPLETE INNINGS	

Section 2: By-Laws

BL2-034: Umpires

No senior game in the NEBA can proceed without a minimum of a Level O officiating as the plate umpire. Clubs are advised that the BOM will apply a severe penalty for breach of this rule. If an NEBA appointed umpire fails to attend, the managers may appoint a level O replacement.

BL2-035: Wet Weather

Wet weather committee's shall comprise two people from the home club. They shall inspect the grounds on game day at 7am (if it is thought that previous weather conditions may affect ground suitability). Any decision to cancel any games at this time must result in the visiting team being notified prior to 7:30am.

Cancellation options at each venue:

1. All games for the day may be cancelled at 7am.
2. Cancellation of one or both junior grades at 7am.
3. Game time for Juniors. The umpire may decide to cancel both junior grade games for the day.
4. Game time for B grade. The umpire may decide to cancel B grade only, with a decision on A grade to be made at A grade start time.
5. Game time for B grade. The umpire may decide to cancel both B and A grade games for the day.
 - for the purposes of this rule, a decision to cancel B or A grade can be made 30min or less from the scheduled start time of a game.
 - A decision by a level O umpire to cancel a game at game time must be made after consultation with both clubs managers, and both clubs Board of Management Directors if available.
 - The decision to cancel a game is ultimately the umpires to make. No team/club shall apply undue pressure on an umpire in the making of a decision. Any person/s found guilty of misconduct in this way will have the matter dealt with by the Board. Penalties may apply.
 - At 7am, a wet weather committee may recommend the game/s be transferred to another venue. It is the responsibility of the home team to notify their opposition, association secretary or president and the umpire of a ground alteration.

NB: This bylaw does not apply if the ground is deemed unplayable by a council or other such body authorised to cancel games at the venue. The home team however must abide by any "notification" clauses listed above.

Section 2: By-Laws

BL1-018 Wet Weather By-laws (cont'd from BL2-035)

18.1 No points shall be awarded to either team in the event of an Abandoned Game.

Following the completion of the schedule round of matches, the position of the teams shall be determined by the number of points scored.

Should more than one team be equal on points at the conclusion of the scheduled round of matches, percentage shall determine the position of the teams.

To compile the percentage, the following procedure shall apply:

“Divide the total runs for by the total runs against plus the total runs against” (E.G. for 40; against 60; percentage = $40/100 = 40\%$).

The team with the highest quotient shall be considered to have the better performance.

18.2 Where less than the total number of scheduled games are completed as the result of abandoned games during the fixtures, the final standings will be determined after considering the following:

- i. The team which has completed less than the total number of schedule games, the number of points it has actually scored will be divided by the number of points which it could have scored during the number of games which it completed and a percentage arrived at.
- ii. When a team has completed all schedules games, the number of points it has actually scored will be divided by the number of points it could have scored, and a percentage arrived at.
- iii. The team with the higher percentages as calculated above will be considered to have a better standing than a team with a lower percentage.

Dispensation Process

UNDER AGE PLAYING UP

1. Parents and club coach to discuss prospects of a junior playing up a grade and agree on conditions and restrictions.
2. Restrictions and conditions to be recorded on dispensation form.
3. Parents sign dispensation forms, giving permission for their child to play up.
4. Club coach to sign dispensation form, stating that they have assessed this child and believe them to have ability to play up.
5. Club coach to complete and sign player assessment form.
6. Club to submit all completed documents to NEBA Secretary. NEBA requires a minimum of 2 days to process dispensation requests. NEBA Secretary will advise club of receipt of dispensation requests. It is the club's responsibility to follow up on dispensation requests.
7. If documents are incomplete they will be returned to the club.
8. Once completed documents have been received, NEBA Secretary will contact executive members to discuss the application. Executive will review the applications to ensure player safety has been considered, as well as player ability.

NOTE: No player can play up a grade unless approval has been granted by NEBA Executive. Formal notification will be via NEBA email.

OVER AGE PLAYER PLAYING DOWN

1. Same as points 2, 4, 5, 6, 7, 8.
NOTE: This will not be an automatic approval.
2. Dispensation will not be approved:
 - If the player nominated has skills far higher than the age group.
 - If sufficient numbers already exist.
 - If the player has played more than 1 year out of the age group.

NEBA Executive will scrutinise these applications very carefully.

Umpire Instructions

Prior to the Game

- Make sure you have your club NEBA umpire kit. This kit will contain Level 0 umpire shirt, Non accredited umpire vest, rule book & other items that may be of assistance during a game.
- You will need to ensure your club provides you with protective equipment where required. It is preferable that you wear the Level 0 shirt over the top of your protective equipment.
- Make note of any obvious ground issues that you want to address at your plate meeting. If possible, make a quick inspection of the ground before your plate meeting. This will save time/problems later.

Plate Meeting

- Be at home plate 10 minutes prior to the scheduled start of the game.
- Plate umpires should have protective gear on, as well as the NEBA provided uniform components. The Base umpire should be wearing the NEBA provided uniform components.
- The plate umpire should stand directly behind home plate facing the outfield. The base umpire should stand in front of home plate facing the backnet.
- You should not have to call for managers, as they are also aware of their obligation to be at the plate meeting 10 minutes prior to the game.
- Accept blue copies of line-up for Home and Visiting teams.
- Check both copies of each teams line-up. You are checking there is no duplication of name, no duplication of player position or any other obvious errors. Must have the player's full name (first and surname).
- In the event of a dispute, the blue copies held by the umpire are the official line-up.
- Invite the home manager to explain ground rules. Recommend that he/she start immediately behind home plate & work around the diamond in a clockwise direction. This will ensure all parts of the ground are covered.
- In the event you believe a ground rule is contrary to the rules of baseball, you can modify the ground rule, ensuring both managers are aware.
- Home manager should provide you with the appropriate number of match balls. You may remind him/her to have sufficient spares in the event of a ball becoming lost.

Umpire Instructions

Between Innings

- From the time the third out is called to the first pitch of the next innings should be no more than a minute. You need to make teams hustle.
- The plate umpire should stand in the vicinity of home plate and give the incoming pitcher a game ball.
- The base umpire should be positioned between first & second base in shallow right field facing the diamond.
- Umpires should not meet between innings unless there is an issue to be discussed. In most cases these can wait until after the game.
- Managers should advise plate umpire of player substitutions or positional changes. The manager should also advise the scorers of the changes. Make sure they do this behind the backnet, so as no game delay occurs.

Handling Rule Disputes

- You can only make decisions based on your knowledge of the rules. This may be questioned occasionally during a game.
- The only person/s who can query a rule with you is the manager/coach who was present at the plate meeting. NO other person can approach you.
- If you are confident you have the rule correct, explain the ruling to the manager. If he/she has valid reason, take this into consideration, and then advise them of your decision.
- If you are unsure if you have the rule correct, call both manager/s & fellow umpire. Discuss the situation, and see if you can get it right.
- In the event you have conflicting opinions from the managers and you are still unsure, consult the rule book (in NEBA umpire kit). You have up to 5 minutes from the time of manger first approaching you to making the final decision. This time is NOT to be added to the game.
- Once you have arrived at your final decision, advise the manager/s and do not allow any further discussion on the matter.
- The manager has the option of protest, but under NO circumstances do you offer this option. He has to advise you he/she would like to lodge a protest.
- If a protest is lodged, get the scorers to note the game situation, including innings, runners on base, outs, pitch counts, etc.
- Once the protest is noted, continue the game under normal circumstances.
- A protest must be lodged immediately. If a subsequent pitch or play has occurred after the disputed rule, the manager can no longer lodge a protest.
- Under NO circumstances can a manager/coach dispute a judgement call, usually being balls/ strikes, out/safe & fair/foul. Any person showing dissent toward these decisions should be dealt with appropriately.

Umpire Instructions

- If you seek assistance from your fellow umpire on a decision, they can only offer you advice. An umpire cannot overrule another umpire's judgement, irrespective of accreditation level or experience. They can only offer advice.

End of Game Procedures

- At the conclusion of a game, the plate umpire should stay behind home plate facing the diamond whilst the players shake hands. The base umpire should move to a position in front of the pitcher's mound facing the backnet.
- After players have moved back towards their benches, hand the game balls back to the home club manager.
- It is best you take your umpire equipment & uniform off before going to the scorers table. This will give them time to fill in the necessary information.
- Once the scorers have finished filling in the match sheet, it is your responsibility to confirm the information is correct. This includes date, venue, teams, umpires names, scores, player's names, pitch counts, yellow cards, ejections, injuries and pitch count for an aged qualified junior. The report **MUST** be complete.
- As the Umpire, you are signing to confirm information is correct. Only then should managers sign the sheet, as they are also confirming information is correct and that you have confirmed the result.
- Your last task is to then do votes for Best & Fairest player during the game. Votes are awarded 3, 2 & 1. Three votes for the best & fairest player & so on.
- In determining your votes, take into account game situations, rather than just statistical information. Examples. An outstanding defensive play that stops runs scoring may be better than a double base hit that scores nobody. A sacrifice hit to score the winning run may be better than a pitcher who struck out 5 batters. Finally, don't forget the fairest component of the award.
- Once votes have been recorded, discuss with your fellow umpire any situations during the game that were of interest. This will help in your development as an umpire.

U15s Conditions of Play

Baseball

Player Age Requirements

Eligible children cannot turn 15 during 2022. Children must be 11-14. Players outside this age group must have an approved NEBA dispensation to play in this age group.

Diamond Set Up

Basepaths	80ft
Diamond	113ft 3 inches (34.52m)
Passed Ball Line	40ft (12.2m)
Pitching distance	54ft (16.46m)
Home Run fence	Max. 200ft (73m from Pitcher's plate)

Equipment

No bats larger than 32 inches are to be used.

9 inch R.I.B. to be supplied by NEBA.

Catchers are required to wear full catchers protective equipment. Leg guards, chest protector and helmet.

Duration

A game shall be 90 minutes of playing time.

A game is considered complete for the purpose of a result in the event of wet weather or injury as 65 minutes of playing time or five complete innings.

Playing Rules

- Minimum 7 players, Maximum 9 players.
- 14yo pitchers can pitch a maximum of 55 pitches - up to 70 to finish a batter.
- 13yo and under pitchers can pitch a maximum of 45 pitches - up to 60 to finish a batter.
- Pitchers may not throw any other pitch than a straight pitch or changeup.
- Catchers cannot change from catching to pitching, or a pitcher cannot change from pitching to catching in the same game without an inning rest in between.
- The team on offence shall have 3 outs or 7 batters, whichever is first.
- The seven batter rule shall apply to all junior grade games allowing a maximum of 7 runs being scored in any one innings.
- On offence, one coach may call time to assist the batter in the batter's box (hopefully not needed but allowed); one coach at 1st and one at 3rd. Others must stay on the bench with the players. Coaches must not physically assist a base runner. *Penalty: Runner is out.*

U15s Conditions of Play

- On defence, one coach may assist players from behind 2nd base.
- A team must have a minimum of seven (7) players before taking the field. Loaning of players to ensure a team can take the field or to even up the numbers is allowed in home and away games, not finals. A team batting lineup can bat more than nine (9) players, however no more than 9 players can take the field in this grade in any one innings. The re-entry rule does not apply in U15s. This rule is in place to allow adequate game time for as many players as possible, whilst maintaining the seven (7) batter rule.
- Each player must play at least one full innings on offence and defence, and bat at least one time before being removed from the game. The manager can remove no player, or substitute, from the game until they have batted at least once. Re-entry rule is in effect.
- All batters must remain on the bench while waiting to bat except the on-deck batter who may wait in the on-deck circle.
- The infield fly rule is in effect.
- The dropped 3rd strike rule is in effect.
- Bunting is permitted.
- Base stealing is permitted. Only one base can be stolen on a wild pitch or pass ball. Runners can still be thrown out / caught stealing. Runners may not steal home on a wild pitch or pass ball unless a back net is installed at the required distance.
- The Speed Up rule is in effect. Catchers that are on base when there are two down must remove themselves from the base paths and be replaced with a substitute runner.
- Players, managers or coaches can be removed from the game for unsporting conduct.
- 60 second inning changeovers are to be aimed for.
- Inclement weather will be determined by a wet weather person or by the umpire and coaches of both sides once the game has commenced. They are to notify NEBA asap if games are to be called off.

U11s Conditions of Play

Teeball / Coach Pitch / Potential Player Pitch

Player Age Requirements

Eligible children cannot turn 11 during 2022. Children must be 6-10. Players outside this age group must have an approved NEBA dispensation to play in this age group.

Diamond Set Up

Basepaths	60ft (18.3m)
Diamond	80ft 10 inches (25.86m)
Passed Ball Line	25ft (7.62m)
Pitching distance	42-46ft (12.8 - 14.02m)
Home Run fence	Max. 150ft (73m from home plate)

Equipment

No bats larger than 31 inches are to be used.

8.5 inch R.I.B. to be supplied by NEBA.

Catchers are required to wear full catchers protective equipment. Leg guards, chest protector and helmet with throat guard.

Duration

A game shall be 60 minutes of playing time.

A game is considered complete for the purpose of a result in the event of wet weather or injury as 45 minutes of playing time or four complete innings.

Playing Rules

- Minimum 7 players, Maximum 10 players
- A ladder will be used in this league. Wins and losses will be recorded but there will be no overall winner awarded of this competition for the 2021 season due to limited numbers of some teams.
- No fielder (except the catcher) shall field closer to the batter than the pitcher's rubber until the ball is hit.
- A 3 metre arc will be drawn. Batted ball must be hit beyond this to be deemed a fair hit.
- The team on offence shall have 3 outs or 7 batters, whichever is first.
- The seven batter rule shall apply to all junior grade games allowing a maximum of 7 runs being scored in any one innings.
- On offence, one coach may assist the batter's box (hopefully not needed but allowed); one coach at 1st and one at 3rd. Others must stay on the bench with the players. Coaches must not physically assist a base runner. *Penalty: Runner is out.*

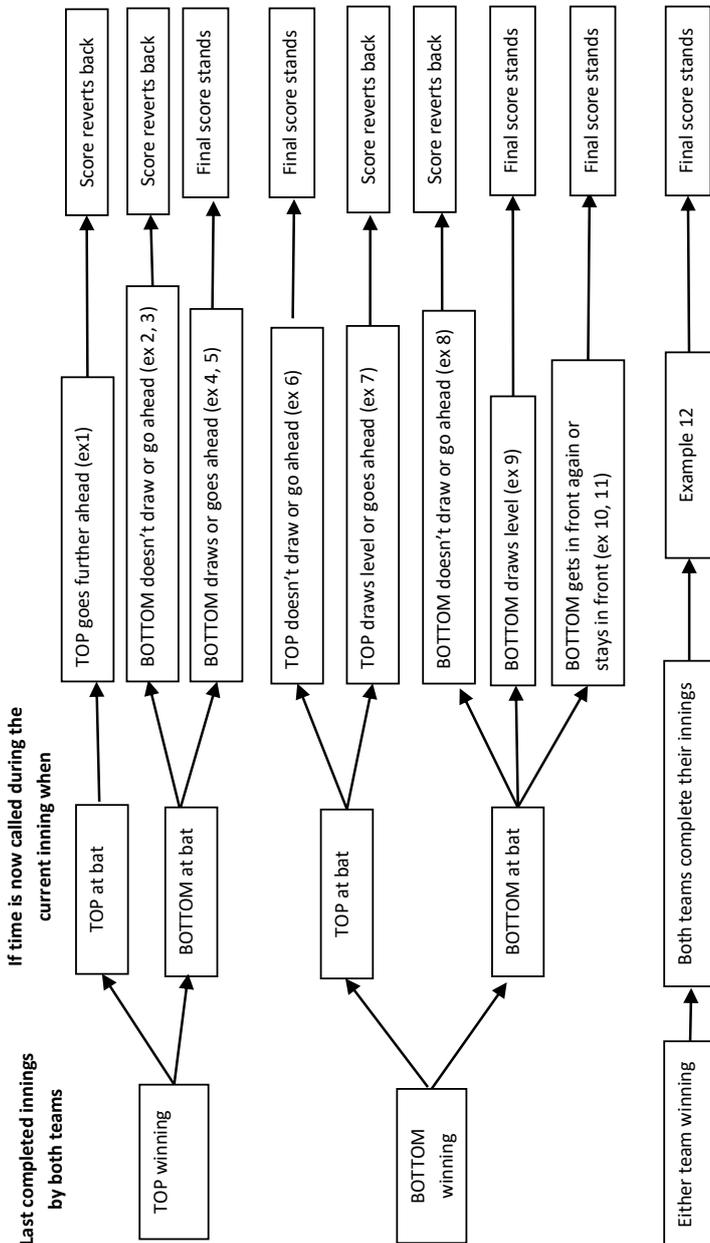
U11s Conditions of Play

- On defence, one coach may assist players from behind 2nd base.
- Starting line ups shall consist of no more than ten (10) players (4 outfielders allowed). A team must have a minimum of seven (7) players before taking the field. Loaning of players to ensure a team can take the field or to even up the numbers is allowed in home and away games.
- Each player must play at least one full innings on offence and defence, and bat at least one time before being removed from the game. The manager can remove no player, or substitute, from the game until they have batted at least once. Re-entry rule is in effect.
- There is no limit to the amount of batters / players in a batting line up.
- All batters must remain on the bench while waiting to bat except the on-deck batter who may wait in the on-deck circle.
- The infield fly rule is not in effect.
- Bunting is not permitted. If attempted 'TIME' will be called and runners will be returned to their starting base for the batter to resume their at bat.
- Base stealing and leads are not permitted. A runner cannot leave their base until the ball has been pitched, or in the event of tee ball once the ball is hit.
- For COACHPITCH - Once the batter is inside the batters box they will be pitched to by their coach. Normal batting counts will apply. Once 3 strikes or 4 balls are recorded the tee will be awarded to hit from. The child must put the ball in play and will not be called out no matter how many swings they have.
- The batter must have both feet planted firmly in the batter's box for a full one (1) second before they swing at the ball. No run-ups.
- Players, managers or coaches can be removed from the game for unsporting conduct.
- 60 second inning changeovers are to be aimed for.
- Inclement weather will be determined by a wet weather person or by the umpire and coaches of both sides once the game has commenced. They are to notify NEBA asap if games are to be called off.

Timed Games - Incomplete Inning Decision Chart

Timed Games – Incomplete Inning Decision Chart

Reference: Current Level 1
Scoring Manual – Version 1.8,
October 2018



Timed Games – Incomplete Inning Examples

Ex	At last completed innings	In the final (incomplete) inning	Result
1	TOP leading 7 - 5	TOP scores more runs	Score reverts to 7 - 5
2	TOP leading 7 - 5	TOP does not score	Score reverts to 7 - 5
3	TOP leading 7 - 5	TOP scores 3 runs	Score reverts to 7 - 5
4	TOP leading 7 - 5	TOP scores 3 runs	Score stands at 10 - 10
5	TOP leading 7 - 5	TOP scores 3 runs	Score stands at 10 - 11
6	BOTTOM leading 2 - 6	TOP scores 3 runs	Score stands at 5 - 6
7	BOTTOM leading 2 - 6	TOP scores 4 runs	Score reverts to 2 - 6
8	BOTTOM leading 2 - 6	TOP scores 6 runs	Score reverts to 2 - 6
9	BOTTOM leading 2 - 6	TOP scores 6 runs	Score stands 8 - 8
10	BOTTOM leading 2 - 6	TOP scores 6 runs	Score stands 8 - 9
11	BOTTOM leading 2 - 6	TOP scores 2 runs	Score stands 4 - 6
12	BOTTOM leading 4 - 7	TOP scores 5 runs	Score stands 9 - 8

Connect with NEBA



Live Scores - GameChanger



A Grade



B Grade



U15s

