

Winter 2011

Greater Western Senior Baseball League Inc.



Senior League Competition Rules

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SENIOR LEAGUE COMPETITION RULES and REGULATIONS

1. GENERAL

- i. The playing rules of the Greater Western Senior Baseball League (hereafter referred to as "the League"), shall be the "Official Australian Baseball Rules", with exceptions and variations as contained in these Rules and Regulations which shall prevail. Any reference in this rule book to "Official Baseball Rules" is to be read as the "Official Australian Baseball Rules".
- ii. The Senior League Executive shall have the power to decide on rules for the conduct of games under the control of the League and to rule on any matters not specifically covered in these Rules and Regulations.
- iii. No Players or Officials shall receive payment or any monetary consideration, favours or gratuities for the playing of Baseball, or accept money or favours for expenses incurred while playing.

2. AFFILIATION & REGISTRATION OF CLUBS, TEAMS and PLAYERS

- (a) Each Club shall register its colours and uniform (including caps) with the League and such colours and uniform must be worn by all Players whilst playing in Competition Games.
- (b) Club Secretaries are required to affiliate their Clubs, particulars about their Club's Executive and Delegates to the League, and Ground Rules pertaining to their Club's playing fields, with the League as follows unless otherwise directed by the League
 - on or before the 14th July for the Summer Season Competition,
 - on or before the 25th February for the Winter Season Competition.
- (c) Club Secretaries are to notify the League in writing, and no later than the 14th July (for the Summer Season Competition) or the 25th February (for the Winter Season Competition), of the Teams their Clubs will be entering in the League's Competitions about to commence, unless otherwise directed by the League.
- (d) i. Club Secretaries are to notify the League in writing, and no later than the 14th August (for the Summer Season Competition) or the March General Meeting (for the Winter Season Competition), of the registration details required by the League for each Player, Coach, Manager, Scorer and any other authorised persons who will be involved with Teams being entered in the League's Competitions about to commence, unless otherwise directed by the League.
 - ii. Where Clubs have more than one Team entered in the League's Summer or Winter Competitions for a particular Grade, and they wish to have those Teams known by other than the Club's normal name, they must also advise the League in writing by no later than the dates noted in 2 (d)i. above.
- (e) Late registrations of Team Players and/or Officials will be accepted up to the commencement of Round 9 of an 18 Round Competition, provided that the persons concerned are registered with their Clubs and the correct proofs and clearances have been verified with the League before they are allowed to participate in any games.
- (f) Failure to register a Team Player or Official with the League shall result in the forfeit of games by any Team found to have been at fault and whilst such persons remain unregistered.
- (g) No Team Player or Official shall be associated with more than one Club or Team in the League's competition unless they are granted permission by the League's Executive.
- (h) Team Registration Fees shall be set by the League Executive prior to the start of the Competitive Season and MUST be paid by Clubs by the due date advised. The Team fees as set shall be on a per player basis.
- (i) A Player, Coach or Manager who transfers from one Club to another must secure a clearance from his/her original Club stating that he/she has cleared all obligations to that Club – the Club to which he/she transfers may register him/her without receiving a clearance and he/she may participate in games with that Club provided that if no clearance is granted, each game in which he/she has participated shall be debited as a forfeit. Further, the person will automatically be ineligible to play in subsequent games equal in number to the games he/she participated in whilst ineligible.
- (j) i. Clubs are required to produce Registration/ID Cards for ALL Players, Coaches and Managers who will be associated with Teams being entered in competition for the Season about to commence.

- ii. One (1) set of Registration/ID Cards are required for each person - a "Club Card".
- iii. "Club Cards" for each individual shall be required to display the following:
 - A Club Registration Number using the Club's "Prefix Number" allocated to it by the League. *(refer to Table 1 below)*
 - The person's Full Name, Date of Birth and other details (including any Medical History/Conditions) for noting should any special attention be required in the event of an injury or illness sustained during the progress of a game.
 - A current Photograph of the person. *(To be updated every three (3) years with a new photograph)*
 - *For Coaches/Managers Only* - Current Accreditation held.
 - Identification of any Players who are also members of the Junior League's Representative Squads during the competitive season. *(The League will provide Clubs with supplies of coloured "stick on" labels which must be placed on those Players' "Club Cards")*
 - Medical conditions that may impact on the Player's well-being during the course of a game ,eg allergies that may require specialist help, asthma etc..
- iv. "Club Cards", must contain the Home Address of the persons registered.
- v. "Club" Cards MUST be stamped/marked with the Current Year of Registration.
- vi. The Registration Number stays with the person for as long as they remain with that Club. A change of Club will mean a change of number. The Cards are to be verified by Clubs each year.
- vii. "Club Cards" are to be held during the season by Team Officials for their respective Teams.
- viii For any late registrations of persons during the course of the Season, Cards are to be produced and made available before they can take part in any games.

| Table 1 | | | |
|-------------------------|-------------------|--------------------------|-------------------|
| <u>Club</u> | <u>Prefix No.</u> | <u>Club</u> | <u>Prefix No.</u> |
| <i>COLYTON ST CLAIR</i> | <i>10 -</i> | <i>ROOTY HILL RSL YC</i> | <i>15 -</i> |
| <i>MACKILLOP</i> | <i>20 -</i> | <i>BETHANY</i> | <i>25 -</i> |
| <i>PENRITH</i> | <i>30 -</i> | <i>MINCHINBURY</i> | <i>35 -</i> |
| <i>ST MARYS</i> | <i>40 -</i> | <i>KEMPS CREEK</i> | <i>45 -</i> |
| <i>RANGERS</i> | <i>50 -</i> | <i>BLUE MOUNTAINS</i> | <i>55 -</i> |
| <i>WEST SYDNEY</i> | <i>60 -</i> | <i>LANSVALE</i> | <i>65 -</i> |
| <i>BOOMERS</i> | | | |
| <i>HOLROYD GIANTS</i> | <i>70 -</i> | <i>WILDCATS</i> | <i>75 -</i> |
| <i>PLUMPTON</i> | <i>80 -</i> | <i>BREWERS</i> | <i>85-</i> |
| <i>WOLVES</i> | <i>90 -</i> | <i>BLACKTOWN WORKERS</i> | <i>95 -</i> |
| <i>GWBA YOUTH</i> | <i>100 --</i> | <i>WESTERN TIGERS</i> | <i>110 --</i> |
| <i>LEAGUE</i> | | | |
| <i>DIGGERS</i> | <i>110-</i> | <i>CARLINGFORD</i> | <i>115 --</i> |
| <i>QUAKERS HILL</i> | <i>120</i> | | |

3. TEAMS

- (a) Each Grade shall be composed of four (4) or more Teams.
- (b) All Players in Teams must be registered with the League, as well as all Coaches, Managers, Scorers and any other persons appointed by Clubs to work with Teams in training and/or game situations during the current season.

MINIMUM AGE 14

(c) No player under fourteen (14) years of age may be registered or participate in any activity under the Senior League.

14 Years old players are not permitted to play Pitcher or Catcher in the League

- (d) i. No Team shall participate in a scheduled game with less than seven (7) of its registered players present and available to play from the SAME Team.

ii. If any Club has more than one (1) Team, players can transfer up but not down between those Teams. - (see rule 3 (f)).

(e) Teams unable to field a full line up of nine (9) players from their own Club on a regular basis will be asked by the GWSBL Executive to show good reason why this Team should not be de-registered.

(f) i. Subject to Rule 3 (d)i., a Team may borrow no more than two (2) players from a lower Grade within the same Club to make up Team numbers to a maximum of ten (10) players. All borrowed players must be clearly shown as being borrowed on the Result Sheets. Use the “notes” section if insufficient room on the line-up form. All borrowed players must comply with rule 10.17.

ii. A player who starts in a higher Grade for up to a maximum two (2) games during the season will be permitted to return to his/her original Grade for subsequent Rounds. However, once a player appears in the line-up for three (3) games he or she will not be permitted to return to a lower Grade unless the Executive Committee grants specific permission.

(g) No player shall be allowed to play in a Grade lower than the Grade of which they are registered to play.

(h) No ‘borrowed’ player will be allowed to pitch or catch for the ‘borrowing’ Team.

(i) Opposition Teams **may** provide substitute fielders if requested, to ensure that there is always nine (9) fielders on the field. The decision to lend up to 2 Players is to be made at the plate meeting prior to the game. Once agreed to, the Team lending Players cannot withdraw the offer during the course of the game. It is not compulsory to lend Players, and it should not be expected by the Team with fewer than 9 Players. If Players are not loaned then the Team with fewer than 9 Players will field short.

(j) If due to injury etc the Team’s line-up is reduced to less than seven (7) of its registered Players, the game shall be stopped by the Umpire and a forfeit declared.

Coaches are reminded of their duty of care to their Players. Under no circumstances is an injured or sick Player to be kept in the game to ensure the Team maintains seven (7) registered Team members in the game.

4. PLAYER CONDITION NOTIFICATION RULE

- (a) Players and/or parents/guardians shall notify their Team Coach and Club Officials of any condition which may affect their playing performance or participation in the sport of baseball. Such conditions may include for example epilepsy, pregnancy, etc.
- (b) Players with such a condition shall seek medical advice in relation to their ongoing participation in the sport.
- (c) The League shall not be held responsible for the Player’s or individual’s failure to seek and follow appropriate medical advice.
- (d) Information relating to a Player’s condition shall be held confidentially but may be used by the League for administrative, insurance, legal or related purpose.
- (e) A Player agrees that they shall not contravene medical advice in relation to their continued participation, and when required, shall provide a copy of a medical certificate approving their participation.

5. UMPIRES

(a) i. The League will appoint Umpires to officiate at all games wherever possible during the Regular Season and the finals series.
ii. Clubs will nominate a minimum of one Umpire per Team to the League for appointment to games in line with the GWSBL Umpires policy.

(b) If Umpires are unavailable, Umpires **MUST** be provided by the "Home" and “Away” Teams as listed on the Competition Draw. The “Home” Team shall provide the Chief Umpire and the “Away” Team shall provide a Field Umpire.

*This Rule **MUST NOT** be used as a means of claiming a “forfeit”. Where an Umpire appointed by either Team does not appear, a suitable replacement can be used subject to the conditions of Rule 5(d) below.*

(c) The Chief Umpire, whether officiating alone or together with one or more Field Umpires, must call games from behind the Catcher where practical. Field Umpires may take any position on the playing field best suited to the making of decisions which are not reserved for the Chief Umpire.

(d) Clubs must pay all money for appointed Umpires' expenses to the League, except in the final's games where the League will pay for expenses associated with providing a maximum of 3 appointed Umpires per game.

(e) An Umpire must be sixteen (16) years or older to officiate in a game.

6. COACHES and MANAGERS

NOTE: For the purposes of the League's Rules

...

- Coaches shall be persons appointed by Clubs to be responsible for the actions of their Teams on the field and for communications with Umpires and opposing Teams whilst on the field or from the dugout. Where more than one Coach is appointed in control of a Team, one shall be designated the "Head Coach" and others as "Assistant Coaches". The Head Coach shall be responsible for signing the Result Sheet at the end of each and every game.

- Managers shall be persons appointed by Clubs to perform duties such as, but not limited to, assisting Coaches in the organising of Teams on game day and who shall normally operate from the dugout during games.

(a) The Head Coach of any Team competing in the League's Senior competition must have attained as a minimum, a Level 1 Coaching Accreditation in the sport of Baseball where junior aged players are registered in the Team (ie U18 years of age).

PENALTY – "Runs for" will be deducted for each game in which junior age players (U16, U18) participate without a level One Head Coach (effectively making this a no result for the offending Team).

(b) All Team Coaches or Managers must be either in full uniform or neatly dressed, and must wear covered shoes.

(c) No Coach or Manager shall be permitted to enter the field of play without requesting "TIME" to be called and until the Umpire actually calls "TIME".

(d) No Coach or Manager shall interfere with, or physically assist, any Player(s) whilst play is in progress.

(e) No Coach or Manager of a Team which is fielding shall be allowed on the field of play during a game

7. SCORERS/BAT PERSONS

(a) Clubs are encouraged to use experienced and suitably accredited Scorers whenever possible for their Teams.

The minimum age for Scorers shall be fourteen (14) years of age.

(b) Scorers of both Teams shall be required to sit together during games and to hand Result Sheets to Umpires and Coaches for their checking and signing at the conclusion of games

(c) Bat persons must be aware of the games' dangers by the Team's Coach, wear suitable protective equipment including two eared batting helmet and protector at all times whilst on the field of play, and be aged ten (10) years or older.

8. CODES OF BEHAVIOUR

(a) The League supports and adopts the Australian Sports Commission's AUSSIE SPORT CODES OF BEHAVIOUR in the conduct of the League's Competitions and any Tournaments or other games played under its auspices.

(b) Violations and penalties - Players, Coaches, Managers and Spectators of the one Team, shall not make disparaging remarks to or about opposing Players, Officials or Spectators. Nor shall the Umpire tolerate any conduct which tends to bring the sport into disrepute.

i. The penalty for violations by a Player is prompt removal from the game.

ii. For the first (1st) offence, a Coach, Manager or Spectator may be warned, but for the second offence, they are removed from the vicinity of the playing field.

iii. Failure to leave the vicinity warrants forfeiture of the game - in such case, the score shall be nine (9) runs to nil in favour of the opposing Team.

iv. On all warnings, the Umpire shall instruct the Scorer to enter such in the Score Book against the offending Players' name with the type of offence.

(c) All Players, Team and Other Officials, and Supporters who participate in Baseball under the auspices of the League are expected to behave in a manner which does not bring disrepute to themselves, the Clubs they represent, or to the League. Any instances of where breaches of the Codes of Behaviour are reported shall result in the matters and persons concerned being called before the League's Judiciary. Penalties for reported incidents of misconduct shall be at the discretion of League Judiciary.

(d) No player, Coach, Manager, Assistant Manager etc. or an Umpire in uniform, shall consume liquor in or near a playing field where a game is in progress or is about to commence.

(e) A Player, Coach, Manager, Assistant Manager etc. or an Umpire in uniform, participating in a game shall not smoke or chew tobacco whilst on the field of play or surrounding areas including the bench or dugout.

(f) The use of Tobacco products, Alcohol or Illegal Drugs in any form by Players or Team Officials in the dugout, on the benches or on the playing field area is not permitted.

(g) The COMMONWEALTH SEX DISCRIMINATION ACT 1994 and the NSW ANTI DISCRIMINATION ACT 1997 (as amended) particularly SECTION 221 which now includes discrimination on the grounds of sexual harassment in sport have been accepted by the League. These ACTS will be complied with in every way by all members, constituents and Officials of the GWSBL.

Any person will not be discriminated against on the grounds of AGE, CLASS, CREED, COLOUR, RACE, RELIGION, SEX OR ANY OTHER STIPULATION made under either ACT.

Reports on any matter of this nature are to be referred immediately to the GWSBL Judiciary Chairperson for a fully confidential investigation and adjudication. All interviews, hearings, reports etc., as a result of any investigation will remain confidential at all times. The GWSBL President is to be kept informed of any such investigation.

(h) All Team Officials over 18 years of age (including but not limited to – Coaches, Managers, Scorers, Umpires etc) that are involved in a Senior Team with Junior age players, must complete the “Declaration of Understanding” as shown in the “Child Protection and Intervention Policy” document produced by the GWSBL or Sydney Metro League where applicable. The Declaration must then be kept by the Club Secretary for a minimum of 5 years after which time a new declaration must be signed. The Club Secretary must advise the League in writing, prior to the commencement of each playing season, that said declarations have been completed. Failure to do so will see the Team Officials suspended from involvement with Junior Age players and a fine levied against the Club.

9. SPONSORSHIP SUPPORT

The League, its Leagues and any participating Teams shall only be sponsored by, or receive any approved financial support from, Organisations/ Firms/ Companies whose activities or products are not detrimental to the welfare of youth. Specifically, no Organisation/ Firm /Company whose advertising reflects the sale of tobacco products or alcoholic beverages shall be permitted as a sponsor/financial supporter of the League, or be permitted to display any form of advertising in connection with any game under the auspices of the League.

10. COMPETITION PLAYING RULES

The “Official Australian Baseball Rules” shall apply to the conduct of the GWSBL Senior League Competition in ALL GRADES, with the following exceptions or variations:

10.1 MODES OF PLAY

Competition in all Leagues shall be organised so that each Team shall be drawn to play each other the same number of times. Should it not be possible to arrange the same number of games between Teams within the Regular Season any games which fall outside those requirements shall still be official games.

10.2 CHECKING OF REGISTRATION/ID CARDS AT GAMES

(a) i. During the Regular Season, "Club Cards" for Teams participating in competition round games are to be placed with Scorers at the games and be available for scrutiny at all times.

ii. *During the Finals Series, Team Officials from both sides must make available and present all "Club Cards"*

relating to their Teams to each other at least ten (10) minutes before the scheduled start of their game and sign Result Sheets before the game commences to confirm that they have checked each other's Team cards.

(b) A Player or Team Official must not take part in any game if their Card is not present. (This also relates to any persons who are also scheduled to participate in Teams out of their regular League.)

Penalties for any breach of this rule will be loss of the game and the persons concerned being called before the League's Judiciary Committee which may impose other disciplinary measures.

(c) If at any time there is a dispute regarding a Registration/ID, the Umpire must note the problem on the game's Official Result Sheet before the next pitch is made. *(This notation should also contain the Game Time, Innings, Name of the Batter at bat, Count on the Batter, Position of any Runners on base.)*

10.3 LENGTH OF GAMES

(a) Games played during the Association's "Regular Season" shall be subject to "Time" and "Innings" limits, whichever occurs first, as set out below:

| Table 2 | Regulation Game | | Minimum Game | |
|-------------------------------|-----------------|---------|--------------|---------|
| | Time | Innings | Time | Innings |
| 1 st Grade Seniors | 2 hours | 9 | 1 hour | 5 |
| All other Seniors | 2 Hours | 7 | 1 hour | 5 |

(b) If any Game is "called" for any reason, the legally completed game time shall be from the Scheduled Starting Time on the Competition Draw.

(c) All games must finish within the time set down as listed in the table above. Time taken is from the Scheduled Starting Time on the Competition Draw. In the event of a Team failing to appear at the ground or in the precincts thereof, failing to commence play within fifteen (15) minutes of the time scheduled, and failing or refusing to proceed when directed by the Umpire to do so, the opposing Team shall be awarded the game.

EXCEPTIONS - i. No Top of any Innings shall start with ten (10) minutes or less time remaining to the Scheduled Finishing Time of games.

ii. For all games, the Batter in the box at the Scheduled Finishing Time is to complete their time at bat.

iii. The final score, when an unequal number of innings has been played, reverts back to the last equal innings except where the Team batting the bottom of the inning (the Home Team) is:

(a) Ahead, or

(b) has tied the score in the bottom of the incomplete inning after trailing at the end of the last complete innings.

NOTE: The next inning starts when the third out is made.

Eg - The Team batting the bottom has come from behind after the last complete innings to tie the game at the bottom of the inning when time is called – Score stands

Eg - The Team batting the bottom is ahead at the end of the last complete innings, is tied or behind when game is called, the Result reverts back to the last complete innings.

iv. In all Final Series Games ONLY, once the top of an innings has commenced the bottom is to be played if required – see Rule 10.10 (c). If the game is still drawn at the completed innings. One (1) Extra Innings will be played in an attempt to achieve a result

v. Under no circumstances shall any temporary suspension of the game cause that game to go beyond the Scheduled Finishing Time.

vi. Any Team unable to play for any reason other than ground fitness or washout shall forfeit.

(d) If after five (5) or more complete innings one Team is leading by ten (10) runs or more, time and game MUST be called.

(e) Timed games may continue past their scheduled finishing time in order to complete an innings that has already commenced only if necessary to obtain a result. In such cases the game will finish on the first to occur of the following:

- a) the completion of the innings,
- b) When the team batting in the bottom of the innings scores a winning run,
- c) The batter who is in the batting box at (15) minutes past the scheduled finishing time completes his/her turn at bat.

10.4 PLAYING FIELD DIMENSIONS

(a) The League's Competitions shall be played in accordance with the following dimensions:

| <u>Pitching Distance</u> | <u>Base Paths</u> | <u>Distance At Foul Lines</u> | <u>Distance At Centre Field</u> |
|--------------------------|-------------------|-------------------------------|---------------------------------|
| 60 feet 6 inches | 90 feet | 300 feet | 350 feet |

(b) The Home Club hosting games at its Ground shall be responsible for the correct marking of the playing fields and for providing, and laying out of, all bases.

(c) Home Run Boundaries MUST be clearly marked on all fields where games are scheduled and be visible to Umpires who are officiating at the games. Boundaries must not overlap other playing fields.

(d) Any adjustments to the Home Run Boundaries at Club Grounds MUST be notified to the League and stated in the Ground Rules of the Club concerned.

10.5 PLAYING EQUIPMENT

(a) Baseballs

All baseballs for GWSBL Competition games shall be purchased from the League and both sides in a game shall each be required to provide an approved ball to the Umpire to be used in play. If either of these 2 balls are lost or damaged, it will be the responsibility of the Home Team to provide replacement approved balls to the Umpire to be used in play. For the **2011 Winter Season, the Wilson A1010 Major League ball shall be used.**

(b) Bats i. All bats MUST conform to the sport of Baseball. Any differing bats must have the prior approval of the League Executive for them to be used in games

ii. Bats for U16s aged players shall be a maximum of 2 3/4 inches in diameter and 32 inches in length.

The maximum differential for bats of 2 1/4 inches in diameter or less shall be a factor of minus ten (10). For bats greater than 2 1/4 inches diameter, the maximum differential shall be minus five (5).

Differential is the overall difference between the length and weight of the bat. i.e. 32 inches long and weight 27 ozs - differential of minus 5.

(c) Batting Helmets "Double Eared" batting helmets MUST be worn in all Leagues by Players while they are batting and/or running the bases.

(d) Catcher's Gear Any person serving as a Catcher to warm up a Pitcher shall be required to wear the regulation Mask and Helmet, whether the Pitcher is warming up on the mound, in the bullpen or elsewhere. When catching in a game a Catcher must wear a regulation mask, chest protector and leggings.

(e) Other Protective Gear Protector Cups ("Hectors") are required to be worn by all Male Players. They are recommended for Female Players.

Note: Only approved equipment is to be used in games. If any items are found not to conform, they shall not be permitted to be used and MUST be removed whenever the situation comes to light. If, after they have been warned, any Player or Team continues to use equipment which does not conform to the League's Rules, the Umpire shall remove the offending Player or Coach from the game. Where, after such action, a Team continues to disregard an Umpire's warning, "TIME" shall be called and the game shall be awarded "9-0" to the opposition.

10.6 WEATHER CONDITIONS/ RESCHEDULED GAMES

(a) Club Secretaries ONLY are to ring the **League Competition Secretary** (or another person nominated at the commencement of the Season) to establish if, due to wet weather, games are to be played. Team Officials are to contact their own Club Secretaries

(b) Club Secretaries ONLY are to ring the **League Competition Secretary** to advise of any closure of their Club's Ground due to wet weather. Such advice from Club Secretaries is to be received at the latest by **7.00pm** on the evening prior to the day when games are scheduled to be played at their Club's Ground (**see note below**). Every effort shall be made to move the game to another diamond or venue to be played where possible. Should no advice be received from Clubs by that time, the fitness of fields for the playing of games shall be decided on the day of play by the authorities controlling the Ground, or by the Coaches of both Teams, or in the event of the Coaches disagreeing, by the Chief Umpire, in that order.

(c) In the event of the game not being played because of the unfitness of the ground, or the game is terminated due to the weather and has not become regulation game as per Table 2 of Rule 10.3, the Senior Committee will reschedule the game. No washout games will be replayed.

Once an appeal has been made against poor light, the fitness of the light for play shall be in the hands of the Umpire in Chief for decision. The Umpires judgement to call "game" shall be final. An appeal may not be made with regard to this decision.

(d) The following shall apply to any final series games that are affected by weather conditions:

- i. If a SEMI-FINAL weekend is declared washed-out and the game is unable to be replayed the Team that finished highest on the Competition Table at the end of the regular season shall be declared the winner.
- ii. If the preliminary FINAL weekend is declared washed-out and the game is unable to be replayed the Team that finished highest on the Competition Table at the end of the regular season shall be declared the winner.
- iii. If the GRAND FINAL weekend is declared washed-out and the game is unable to be replayed the Team first into the Grand Final shall be declared the winner.

10.7 “HOME” and “AWAY” Teams

- (a) For games in the REGULAR SEASON the Team nominated first on the draw shall be the "Home Team" and shall field first.
- (b) For the FINALS SERIES:
 - i. In a two (2) Team ("Best of 3 Games") Playoff, the Team finishing highest on the Competition Table at the end of the regular season shall be the "Home Team" for Games 1 and 3.
 - ii. In a four (4) Team Playoff, the Team finishing highest on the Competition Table at the end of the regular season shall be the "Home Team" for Semi-Final and Preliminary Final games. The Team first into the Grand Final shall be the "Home Team" for that game.
 - iii. Minor Premiers are to host the finals series for that Grade where sufficient, suitable diamonds are available. Where there are not enough diamonds available, the GWSBL Executive will move the finals series to another suitable ground. Once a semi-final is allocated to a ground, the entire series will remain at that ground.

10.8 GAME RESULTS

- (a) Results for games in the League’s Competitions shall be recorded as follows:
 - Team winning outright Win } *Refer also*
 - Team losing outright Loss } *to*
 - Drawn Game Half Win, Half Loss } *Rule 10.3(c) iii.*
 - Team winning by forfeit 9-0 Win
 - Team losing by forfeit 0-9 Loss
- (b) It is the responsibility of BOTH TEAMS to notify the League, via their Clubs, of the Results of all games and the HOME TEAM to submit completed Result Sheets as prescribed and required by the League.
RESULT SHEETS MUST ALSO BE FILLED IN FOR ANY FORFEITED GAMES AND ARE TO BE SUBMITTED.
- (c) Clubs must notify their Teams' Results by phone or email to the League Registrar BEFORE 9.00pm on the day of the game. An answering machine may be in operation.
- (d) Clubs MUST forward all Result Sheets to the GWSBL Committee. All Result Sheets must be received within seventy two (72) hours of the completion of the scheduled round of games. Result Sheets are to be completed and submitted for forfeited games. Any Club which fails to submit, or forwards incomplete or incorrect Result Sheets for any of its Teams, will have their runs and / or wins withheld for each and every instance. At the discretion of the League Executive, the Team may also forfeit points for continued breaches of this rule.

10.9 COMPETITION TABLES

(a) Team positions for each League/Grade will be determined on a PERCENTAGE basis as follows:

$$\frac{\text{Wins + Half Wins}}{\text{Total Games Played}} = \%$$

(b) i. In the event of 2 or more Teams finishing in equal place on the Table, placings shall be determined by calculating the records of those Teams against each other. The Team with the most wins against the Team(s) tied with will be placed highest on the ladder.

ii. In the event of an equal number of wins by the Teams involved, their positions shall be determined by applying a "For and Against Average" for games played against each other, as follows:

$$\frac{\text{Total Runs For}}{\text{Total Runs For + Total Runs Against}}$$

iii. If still tied, a "For and Against Average" will be calculated for the whole season based on games played against all other Teams in the same Grade.

iv. In the event of the Teams still being equal in the calculations, those Teams shall then play each other to determine their placing's - at a venue and time scheduled by the League's Executive.

10.10 PREMIERSHIPS

(a) The League's Competition's shall comprise of Regular Season Games and Post-Season/ Finals Series Games in all Leagues.

(b) Regular Season Games shall count for competition. The Teams finishing highest on the Competition Table for each Grade shall be the MINOR PREMIERS. A Finals Series shall apply on the completion of the Regular Season,

as follows:

i. Where the Regular Season has comprised of a 4 or 5 Team competitions in any of the Grades, the Finals shall be a "Best of 3" Playoff series between the Teams finishing 1st and 2nd on the Table to determine the PREMIERS.

ii. Where more than 5 Teams have featured during the regular season in any of the Grades, at the conclusion of the competition rounds the format for the play off series to determine the Premiers will be:

SEMI-FINAL
(first) 1 v 2
(second) 3 v 4

PREL-FINAL Loser first Semi v Winner of second Semi

GRAND FINAL Winner of first Semi v Winner of Preliminary-Final
Teams mentioned first in the play off schedule are HOME TEAMS and will occupy the THIRD BASE dugout, (unless home ground rules apply) and field FIRST.

(c) If at the end of scheduled time the Semi-Final or Final is drawn, up to two (2) extra innings may be played to determine a winner. These two (2) extra innings shall not exceed thirty (30) minutes in total from the commencement of the extra innings. At the completion of the additional thirty (30) minutes the bottom will not be completed and the game will remain drawn. The Team finishing highest on the table shall advance to the next level.

(d) Play-off games shall be of seven (7) innings for the top 50% of Grades (eg top 4 Grades in an 8 Grade competition). With the exception of First Grade, which will be a regulation nine (9) innings game with extra innings as required to reach a result, however this is subject to Rule 10.6 (c). Play-off games for the lower 50% of Grades shall be of seven (7) innings or two hours (2) duration, whichever occurs first. Once the top of an innings has commenced the bottom is to be played if required.

(e) A ten (10) run mercy rule applies after five (5) complete innings, with the exception of First Grade where the 10 run mercy rule shall apply after seven (7) complete innings.

10.11 REPLACEMENT OF INJURED PLAYERS

10.11.1 **“RE-ENTRY” RULE** A Team shall be permitted to reintroduce a previously replaced player only when another player from the Team is injured and, in the Umpire's opinion, is unable to continue to play and no fresh reserves are available. In such cases, the previously replaced player shall take the injured player's place in the batting lineup. An injured player is not permitted to be reintroduced as a previously replaced player. The re-entered player in such a case may only play in the outfield.

10.11.2 **“BLOOD BIN” RULE** (a) Players who are injured and who require treatment to stem the flow of any body fluids may leave the game without penalty. A courtesy player will be allowed while treatment is carried out. If there are no reserves, a player other than any injured person who has left the game may be used.

(b) Soiled clothing must be replaced.

(c) Players who after treatment are unable to return to the game at the completion of one (1) innings from the time the player leaves the field, shall be replaced.

10.11.3 **UNCONSCIOUS PLAYER** If at any time a Player or game Official loses consciousness for any period of time, an ambulance is to be called and the person is to be taken to hospital for treatment. Players may not be able to make clear rational decisions immediately after regaining consciousness and may insist on staying at the ground or even in the game, this is to be ignored and an ambulance called.

Remember we all have a duty of care to those who are entrusted to our care and supervision.

10.12 BATTERS

10.12.1 A “Designated Hitter” may be used in accordance with the Official Australian Baseball Rules (Rule 6.10) and must form part of the Team line-up handed to the Umpire in Chief. A designated hitter may only be used where there are ten (10) or more registered players for the Team available and ready to play. If the Team has to borrow players from another Team, then a designated hitter cannot be used.

10.12.2 Batters are NOT permitted to sling or throw their bats. If, in the Umpire's judgement, a Batter slings or throws the bat in a dangerous manner, the ball shall be declared "DEAD" and the Batter is to be warned. If the Batter again slings or throws the bat during the game, the Batter shall be called "OUT".

10.13 JUNIOR AGED PITCHERS AND CATCHERS

- (a) Junior aged players shall have limits placed on the number of “Pitches” and “Innings” pitched by players who assume positions as Pitchers in games, and on the number of “Innings” caught by players who assume positions as Catchers in games. Limits which shall apply are as follows:

| | Major | | Minor | | Substantial | |
|-----------|-------------|-------------|-------------|-------------|-------------|-------------|
| | Max Pitches | Max Innings | Max Pitches | Max Innings | Max Pitches | Max Innings |
| Under 16s | 80 | 4 | 29 | 3 | 64 | 3 |
| Under 18s | 100 | n/a | 29 | 3 | 64 | 3 |

Note: (1) A single pitch in any innings shall be classed as an innings pitched or caught.

- (b) Pitchers aged a minimum fourteen (14) or fifteen (15) years (ie having turned fourteen (14) years old or older but not yet turned sixteen (16) years of age), shall not pitch more than eighty (80) pitches or four (4) innings in any one (1) game/round.

- (c) Pitchers aged a minimum sixteen (16) or seventeen (17) years (ie. Having turned sixteen (16) years old or older but not yet turned eighteen 18 years old) shall not pitch more than one hundred (100) pitches in any one (1) game/round, however they may complete pitching to the batter in the box, if required, at the time they reach that figure. (NB. The age of the player shall be taken to be their true age on the day of the game being participated in.)

(d) Pitchers reaching their maximum number of pitches or innings must be replaced on the mound once they complete throwing to the Batter in the box except where the pitcher is performing a MINOR assignment where he must stop at the prescribed pitch limit and not finish the batter in the box. Catchers reaching their maximum number of innings must be replaced once the inning is completed. Scorers shall notify the Chief Umpire, who will in turn advise the defensive Team’s Coach, when a Pitcher is within ten (10) pitches of the maximum allowable number, or a Catcher is into their final innings.

- (e) Irrespective of whether or not advised by Scorers or Umpires during a game, it is always the responsibility of Coaches to ensure that their Pitchers do not overpitch in the number of pitches or innings thrown in a game, or that their Catchers do not exceed the number of innings caught in a game. The penalty for overpitching a player either in pitches or innings, or over catching a player in innings, shall be loss of the game and suspension of the Coach for up to four (4) games for a first offence and, as a minimum, automatic suspension for the remainder of the season for a second infringement. **In the final series only**, the penalty for such breaches will not only be the loss of the game, but the awarding of the points to the opposing Team, suspension of the Coach for up to four (4) games for a first offence and automatic suspension for the following season for a second infringement.

- (f) Unless a Pitcher is entering a game to replace another Pitcher who has been injured, removed for disciplinary reasons, or reached maximum pitch count during an innings, they shall be permitted up to a maximum of eight (8) “warm-up” pitches prior to the start of an innings. Such preparatory pitches shall not take up more than one (1) minute of time. Where pitch limit is reached, injury or disciplinary circumstances cause a Pitcher to be summoned without any opportunity to “warm-up”, they shall be allowed a minimum of eight (8) and a maximum of twelve (12) warm up pitches. This must not take any longer than two (2) minutes from the first warm up pitch thrown.

- (g) Players who pitch in a total of more than three (3) innings in any game shall not be permitted to pitch in any other game in the same round

(h) ONCE A PITCHER HAS BEEN REMOVED FROM THE MOUND, HE/SHE CAN NOT PITCH AGAIN IN THAT GAME. ONCE A CATCHER HAS BEEN REMOVED/REPLACED, HE/SHE CAN NOT SERVE AS CATCHER AGAIN IN THAT GAME.

(i) No junior aged Player shall pitch then catch, or catch then pitch, in the same game or in the same day.

(j) For 2 successive minor assignments on the same day or consecutive days, two (2) days rest is required from pitching or catching if the total number of pitches thrown in those 2 assignments equals or exceeds 29. One (1) days rest is required if the total number of pitches is less than 29. This applies to junior age Players playing in senior competitions as well or a combination of both. For Teams participating in double headers a pitcher may only throw two (2) minor assignments on the same day.

(k) For a substantial assignment two (2) days rest from pitching and catching is required, a pitcher can not throw a minor then a substantial on the same day.

(l) Any Player pitching a Minor followed by a substantial the next day will be required to complete one (1) days rest before any playing participation, and 3 days rest from commencing any further pitching / catching assignments.

(m) Any Player pitching a Major assignment will be required to complete one days rest before any playing participation, and 3 days rest before commencing any further pitching / catching assignments.

(n) Catchers MUST be positioned behind Home Plate and within the confines of the "Catcher's Box" until the ball leaves the Pitcher's hand.

(o) All Catchers MUST wear full protective Catcher's Gear as per rule 10.5 (d).

(p) When a Catcher comes to bat and there are 2 "OUT" in any innings, the Catcher, on reaching bases safely, is to be replaced by a "Designated Runner". The "Designated Runner" used shall be the last Batter "OUT".

This is not a substitution but is used to speed up the game and to allow the Catcher to be in full gear and ready at the change of innings

(q) Catchers aged a minimum fourteen (14) or fifteen (15) years (ie. having turned fourteen (14) years old or older but not yet turned sixteen (16) years old), shall not catch more than four (4) innings in any one (1) game/round.

10.14 SENIOR AGED PITCHERS AND CATCHERS

(a) Unless a Pitcher is entering a game to replace another Pitcher who has been injured, removed for disciplinary reasons, or reached maximum pitch count during an innings, they shall be permitted up to a maximum of eight (8) "warm-up" pitches prior to the start of an innings. Such preparatory pitches shall not take up more than one (1) minute of time. Where pitch limit is reached, injury or disciplinary circumstances cause a Pitcher to be summoned without any opportunity to "warm-up", they shall be allowed a minimum of eight (8) and a maximum of twelve (12) warm up pitches. This must not take any longer than two (2) minutes from the first warm up pitch thrown.

(b) Players who pitch in a total of more than three (3) innings in any game shall not be permitted to pitch in any other game in the same round

(c) Catchers MUST be positioned behind Home Plate and within the confines of the "Catcher's Box" until the ball leaves the Pitcher's hand.

(d) All Catchers MUST wear full protective Catcher's Gear as per rule 10.5 (d).

(e) When a Catcher comes to bat and there are 2 "OUT" in any innings, the Catcher, on reaching bases safely, is to be replaced by a "Designated Runner". The "Designated Runner" used shall be the last Batter "OUT".

This is not a substitution but is used to speed up the game and to allow the Catcher to be in full gear and ready at the change of innings.

10.15 COLLISION RULE

- (a) Any Runner who does not slide or attempt to avoid collision with a Fielder or Catcher in possession of the ball shall be given "OUT". In such cases the ball is "DEAD" and any other Runners shall return to the last base legally occupied at the time of the collision unless forced to advance. A player shall attempt to avoid the tag when caught in a run-down situation and shall not deliberately charge the player with the ball or attempt to charge a player without the ball while standing on the line. If the player does infringe, he/ she will be given out automatically.
- (b) Any Player, adjudged by the Umpire to have deliberately or recklessly caused a collision to occur shall be ejected from the game.

10.16 GAME PRELIMINARIES

- (a) The Umpire in Chief upon satisfying himself as to the correctness of the layout of the diamond shall not permit any alteration to the layout of the diamond during the course of the game and no protest concerning the layout shall be permitted.
- (b) i. There shall be no automatic outs for empty places on the batting line-up caused by Teams having less than nine (9) players. Those players present in the starting line up shall occupy the first 7 or 8 positions in the batting line up if there are 7 or 8 players respectively in the Team.
ii. Any player arriving to the game after it has started may join the game as long as he was listed as a reserve on the line-up presented to the Umpire at the plate meeting. Where Teams have less than 9 batters at the start of the game, players arriving late will bat in the vacant position (either batter 8 or 9)
- (c) **"Runs Scored"**
 - i. No team shall score more than 10 runs in any one innings. If there are less than 3 "out" when 10 runs are scored, the teams shall change sides. Any runs in excess of 10, scored on the same play in which the tenth run scores, shall count. (Should play continue beyond this point in the game any additional runs shall not be included in the final score.)

10.17 ELIGIBILITY OF PLAYERS

- (a) The names of the starting Team and fresh reserves must appear on the original Team line-up sheet to be permitted to play in the game.
- (b) A player who has participated, or may participate, in a lower graded game in that round shall not enter a game until three (3) complete innings have been played unless extenuating circumstances apply.
- (c) If a Club has two (2) or more Teams in the same Grade and has no Teams in a lower Grade, then they may borrow a maximum of two (2) players from the other Team to help make up numbers, however the Team must comply with Rule 3.(d) i. of these rules.
- (d) No player will be permitted to be included in the starting line-up, or enter the game prior to the completion of the third (3rd) innings, in more than two (2) games for the other Team.
- (e) **FINALS SERIES GAMES**
 - i. To qualify for the Finals Series each Player must have played a minimum of six (6) games throughout the 18 preliminary rounds.

- ii. Where a Player has played less than 6 games throughout the preliminary rounds and genuine circumstances prevail, Clubs may make application to the Senior League for consideration.
 - (a) Individual cases will be judged on merit
 - (b) In all cases the decision of the Senior League will be final.

APPENDIX - Judiciary Committee, Protests, Reported Incidents and Appeals

1. Judiciary Committee

1.1 The League's Judiciary Committee is charged with the investigation, adjudication and reporting on any protested games and incidents which have been delegated to it for attention.

1.2 The Judiciary Committee shall be chaired by a Chairperson elected at the Association's most recently held Annual General Meeting and shall be composed of the Chairperson, plus three (3) other persons duly nominated and approved at the Association's general meeting held before commencement of the season. In the event of the Committee Chairperson being unavailable to attend a meeting of the Judiciary, a person from among the remaining Committee members in attendance shall be appointed from the floor to chair the meeting.

1.3 The quorum for meetings of the Judiciary Committee shall be half (1/2) of its members.

2. Procedure for Lodging Protests

2.1 Protests may only be lodged if in a Team Coach's/Manager's opinion an Umpire's decision is in violation of the current Playing Rules of the League.

2.2 No protest will be permitted on any judgement decisions by Umpires.

2.3 When a Coach/Manager protests a game because of alleged misapplication of the Rules, the protest shall not be recognised unless the Umpire is notified at the time the play under protest occurs and before the next pitch is made or a runner is retired. Any protest MUST be declared in accordance with the Official Baseball Rules and MUST be noted accordingly in Score Books at the time, however a protest arising from a game-ending play may be made and recorded up to ten (10) minutes after the game has ended.

2.4 Protests may be withdrawn or confirmed within ten (10) minutes after the conclusion of a game, if desired. Failure to withdraw shall be confirmation that the protest is to be dealt with.

2.5 Any protest pending MUST be notified to the Association Registrar with the Result of the game in dispute.

2.6 Any protest pending shall be required to be detailed in writing within forty-eight (48) hours after the event.

The Umpire's Report shall be forwarded to the **LEAGUE SECRETARY** and the Coach's/Manager's Report shall be forwarded via their Club. The League shall NOT accept under any circumstances any written reports on protested games from Coaches/Managers which have not been sighted by their Clubs first.

2.7 Any Club that wishes to have the Association adjudicate on any protest shall forward details (including Score Books) to the League Secretary within the time period specified in point 2.6 above, together with a Protest Fee of **\$50.00**. The Fee may be forfeited at the sole discretion of the League Executive.

3. Hearing of Protests and Reported Incidents

3.1 The League's Judiciary Committee shall deal with matters concerning protested games, or other incidents which may be reported and which are in breach of the Official Baseball Rules and the League's Competition Rules and Regulations.

3.2 The League Executive shall, upon receipt of details on a protested game or notice of a reported incident, forward the same to the Judiciary Committee Chairperson.

3.3 The Judiciary Committee Chairperson shall, if considered necessary, request written reports from all appropriate sources if none have been provided beforehand.

3.4 Protests or incidents on report shall be dealt with within five (5) days of them being reported, where practicable.

3.5 Any person, at the discretion of the Judiciary Committee Chairperson, may be ordered to appear at the Judiciary Committee Meeting being convened to hear a protest or incident on report. Any hearing shall proceed in the event of the non-attendance of any person ordered to appear. Any person under the age of

eighteen (18) years ordered to appear before the Judiciary Committee may be accompanied by a parent or guardian.

3.6 Proceedings of the Judiciary Committee shall be treated as confidential.

3.7 After tabling all written reports and taking any other reports on matters being heard, a vote shall be taken by the Judiciary Committee. Decisions shall be made by a simple majority and in the case of an equality of votes the person appointed to Chair the Meeting shall have a casting vote.

3.8 A written record of Judiciary Committee meetings shall be kept and a copy forwarded to the **LEAGUE SECRETARY**. Decisions on any matters heard shall be reported at the League's next Delegates Meeting and shall be conveyed by the Chairperson to the Secretaries of Clubs concerned in writing and within 48 hours of the Judiciary Committee's meeting.

3.9 In the case of a protested game, even if it is held that the protested decision violated the Rules, no replay of the game shall be ordered unless in the opinion of the League Executive that adversely affected the protesting Team's chances of winning the game.

4. Appeals

4.1 All rights of appeal on Judiciary Committee outcomes shall be dealt with by the League Executive at a meeting called for that purpose, or before the next scheduled round of games to be played, where practicable. Any suspensions which may have been handed down by the Judiciary Committee shall stand in the meantime.

4.2 A written "Notice of Appeal", and any supporting documents of relevance to the case, **MUST** be forwarded by the Club concerned to the **LEAGUE SECRETARY** within forty-eight (48) hours of the Judiciary Committee's Meeting, together with a deposit of **\$50.00**. The deposit may be forfeited at the sole discretion of the Association Executive.

4.3 In all appeals, the decision of the League Executive shall be **FINAL**