

BASEBALL CANBERRA SENIOR LOCAL RULES



The Baseball Canberra General Manager and Board of Directors have the final say in the interpretation of all
Baseball Canberra Local Rules

2024/25 Version 1.3 (Approved)

Document Preparation

Action	Name	Date
Document prepared by:	Matt Alt	26 Aug 2022
Approved	GM Baseball Canberra	6 Oct 2022
Eligibility Amendments	GM Baseball Canberra	18 Oct 2022
2024-25 Amendments	Matt Alt	10 Oct 2024

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Definitions

ABL	Australian Baseball League
ACTBUA	ACT Baseball Umpires Association
BA	Baseball Australia
BC	Baseball Canberra (ACT Baseball Association Inc.)
Club	A club shall be that group of persons affiliated with Baseball Canberra in accordance with ACT Baseball Association Inc. Constitution and Rules 2003.
DH	Designated Hitter
Grade	A “grade” is a ranking for a group of teams, which play each other during a season. For example: 1 st grade, 2 nd grade, Women’s, 3 rd grade, 4 th grade, and 5 th grade.
GM	General Manager
Import Player	Defined as any non-national individual who does not have, or has not applied for, Australian Citizenship or Permanent Residency, and has resided within Australia for less than 6 months.
Junior Player	A player is considered a Junior Player until 18 years of age.
Local ABL Players	Any player who normally resides in the ACT, who is currently on an ABL Team roster
Non-Local ABL Players	Any player who normally resides outside of the ACT, who is currently on an ABL Team roster
No Game	If a game is postponed or otherwise called before it has become a regulation game, the umpire-in-chief shall declare it “No Game,” unless the game is called pursuant to OBR Rules 7.02 (a) (3) or 7.02 (a) (4) (1 st Grade Only), which shall be a suspended game at any time after it starts.
OBR	Official Baseball Rules
Registered Senior Player	<p>A registered senior player is a person who:</p> <ul style="list-style-type: none"> [a] Baseball Canberra has a record of as being registered in the current season’s competition by an affiliated Club, either as a re-registration or as a new player on the database, or in the case where there is no current competition, in the competition most recently concluded. [b] is not a defaulter, as defined in the ACT Baseball Association Incorporated Constitution and Rules 2003. [c] is not waiting on clearance from another club, league or association, and [d] a junior competing or intending to compete in the senior competition MUST be League Age 14 or older, as per the Baseball Canberra Age Matrix, for the respective season.
Regulation Game	<p>For the purposes of these Local Rules a regulation game shall be that as defined in the Official Baseball Rules except for:</p> <ul style="list-style-type: none"> [a] If a timed game has reached the halfway point in time (one hour), it shall constitute a regulation game. <p>In the instance of a timed game, where the score is tied at the end of the time allocated, the game will be recorded as a draw.</p>

Suspended Game	<p>FOR 1ST GRADE ONLY</p> <p>A game shall become a suspended game that must be completed at a future date if the game is terminated for any of the following reasons prior to constituting a regulation game (innings or time):</p> <ul style="list-style-type: none"> [a] A curfew imposed by law. [b] A time limit permissible under League Rules. [c] Light failure, malfunction of, or unintentional operator error in employing, a mechanical or field device or equipment under the control of the home Club. [d] Darkness, when a law prevents the lights from being turned on, or lights are not installed at the facility. [e] Weather. <p>Only 1st grade regular season games that do not constitute a regulation game (innings or time) and which are affected by weather or light failure will be rescheduled to a later date. Baseball Canberra may dedicate certain weeks within the draw for these rescheduled games to occur.</p> <p>All playoff games will be rescheduled wherever possible with in a 1-week period. If this is unachievable, the team finishing higher on the ladder will advance to the next round or, in the case of a Grand Final, will be awarded the Championship.</p>
Umpire	<p>An umpire is:</p> <ul style="list-style-type: none"> [a] a person who is a member of the ACTBUA, or [b] a person who is rostered by the ACTBUA Secretary, or [c] where the ACTBUA cannot provide an umpire for any senior game, it is the responsibility of the home team to arrange an accredited umpire or umpires for that game.
Highest Grade	<p>The "highest grade" is the highest graded team entered by a club, e.g. if a club doesn't have a 1st grade team but has a 2nd grade team, then their 2nd grade team is considered the "highest grade".</p>

RULE 1: LOCAL RULES - COMMENCEMENT AND APPLICATION

- [a] These Local Rules of Baseball Canberra are made pursuant to the ACT Baseball Association Incorporated Constitution and Rules 2003.
- [b] These Local Rules are to be read in conjunction with the Official Baseball Rules, and the accepted interpretations of those rules, and either augment or define the Official Baseball Rules as they are to be applied to all official senior games of baseball played under the auspices of Baseball Canberra.
- [c] Pursuant to sub-paragraph 3.4 of the ACT Baseball Association Incorporated Constitution and Rules 2003, these Local Rules are to be formally reviewed pre-season each year.

RULE 2: APPLICATION OF THE OFFICIAL BASEBALL RULES

- [a] All official senior games of baseball played under the auspices of Baseball Canberra will be played strictly in accordance with the Official Baseball Rules and incorporate these Local Rules.
- [b] The accepted interpretations of the Official Baseball Rules are to be:
 - (1) those interpretations explained in the Official Baseball Rules, and
 - (2) those interpretations as defined or re-defined by the National Director of Umpires and accepted by Baseball Australia, or
 - (3) where the above do not apply, as interpreted by the Director of Umpires, ACT Baseball Umpires Association (ACTBUA)
- [c] ACTBUA will advise Baseball Canberra and individual clubs at an appropriate forum of changes to the rule interpretations, and the date from which the new interpretations are to apply.

RULE 3: LEGISLATION

- [a] The Commonwealth Sex Discrimination Act 1984 and the NSW Anti-Discrimination Act 1977 (as amended), particularly Section 221 now includes discrimination on the grounds of sexual harassment in sport have been accepted by BA and Baseball Canberra. Reports on any matter of this nature are to be referred immediately to the General Manager of Baseball Canberra.
- [b] Working With Venerable People (WWVP). It is a requirement that all coaches and anyone in a supervisory role hold a valid WWVP Card. It will be the responsibility of each club to ensure that all coaches hold a valid card.
- [c] Any suspected breach of Baseball Canberra Policy regarding inappropriate behaviour (e.g., harassment, discrimination) should be referred to the General Manager of Baseball Canberra immediately.

RULE 4: GENERAL AND MEDICAL

- [a] (1) Any player or official covered by either these Local Rules or the Official Baseball Rules is not permitted to consume alcoholic beverages nor smoke, chew tobacco, or vape on the playing field, benches or dugouts during the game. Nor shall a player leave the playing field for such a purpose.

PENALTY:

Immediate ejection from the game, together with a further penalty in line with the Tribunal Offences and Penalties document contained in these Local Rules.

- (2) The umpire, within 24 hours of advising Baseball Canberra General Manager, is to forward their written report on any person(s) reported or ejected from a game. A copy of the report is also sent to the secretary of the ACTBUA (actbua@gmail.com).
 - (3) All members of the playing and coaching staffs are to make themselves fully conversant with the intent and contents of these rules.
- [b] Any club that has a **bat person** is to ensure that their responsibility for the duty of care to that person is undertaken prior to, during and immediately after a game.
- [c] **DRUGS**
- (1) The anti-doping policy that has been adopted by BA will be enforced.
 - (2) Any player who is required by doctor's prescription to treat a medical problem with prescribed drugs as defined by Sports Integrity Australia guidelines shall be registered with Baseball Canberra and/or BA. Players are to forward details accompanied by a letter from the player's doctor to Baseball Canberra.
 - (3) Clubs are to ensure that all players who have queries regarding prescribed drugs are advised to consult the Sports Integrity Australia website www.sportintegrity.gov.au and if further information required contact via phone on 1300 027 232.
- [d] **HEAD INJURY**
- If any player suffers a loss of consciousness they must be immediately removed from the game. It is a requirement by the League that the player does not play for sixteen (16) days unless a physician directs otherwise or there is an extended break in the competition. If the prognosis by a qualified physician has deemed a longer absence, then that must be adhered to. Any such injury is to be reported to Baseball Canberra within 48 hours. The player will be granted those games missed, for eligibility, on producing a certificate to Baseball Canberra office as soon as possible after the incident.
- [e] **INJURY/ILLNESS**
- If any player who suffers an injury or has an illness, for a period of more than two weeks, that player, upon request, may be granted dispensation for those games missed. The Baseball Canberra General Manager will verify any request prior to their determination. This dispensation shall be given only in relation to illness/injury diagnosed and attested to by a qualified physician and as soon as practicable after determination.
- [f] **PLAYER DISABILITY**
- Any player who has a permanent disability of any limb, has dispensation for a courtesy runner once they have reached first (1st) base of their own accord. There is no mandatory application of this rule, and it applies only when desired by the concerned player. The use of a courtesy runner will not be recorded in the scorebook, as per **Rule 8 [e] (3)**.
- [g] **BLOOD RULE**
- (1) Any players who are injured and who require treatment to stem the flow of any body fluids may leave the game without penalty.
 - (2) If on base, a courtesy runner may be used until replaced by the original player.
 - (3) If at bat, the player may obtain treatment, and if unable to be treated within a reasonable time, that player may be replaced with the same count applied to a courtesy batter.
 - (4) If on the field, a courtesy fielder may be used while treatment is applied.
 - (5) Players who after treatment are unable to return into the game at the completion of three further innings shall be replaced. The following shall apply:
 - (6) No ejected player may be used as a replacement player.
 - (7) All soiled clothing must be replaced.

- [h] Baseball Canberra will NOT be held responsible for the players or an individual's failure to seek and follow appropriate medical advice.

RULE 5: UMPIRES

- [a] (1) Notwithstanding that Baseball Canberra officials may be present at a particular game, an official umpire accredited by the ACTBUA will be the official representative of Baseball Canberra for all matters pertaining to the conduct of the game.
- (2) An umpire shall be deemed to be the official representative of Baseball Canberra for one (1) hour before the scheduled commencement of a game, the duration of the game and for one (1) hour after the completion of the game.
- (3) Where more than one (1) umpire is present, the plate umpire will be Baseball Canberra's representative.
- [b] Where an umpire has adjudicated on behalf of Baseball Canberra, the umpire will verbally notify the Baseball Canberra General Manager of that fact as soon as possible, and in writing no later than the day after the game.
- [c] Where a person who has been rostered by the ACTBUA Director, or where the home team has arranged an accredited umpire/umpires for a particular game, and that person officiates that game of baseball as an umpire, that person will be deemed to remain an umpire until all tribunals, appeals, etc. arising from that game are completed.

RULE 6: COMPETITION ORGANISATION

- [a] The Baseball Canberra General Manager will be responsible for arranging a draw and timings for all games of baseball played under the auspices of Baseball Canberra.
- [b] **COMPETITION STRUCTURE**
- (1) The competition will be organised into the Baseball Canberra Senior Competition
- (2) The Baseball Canberra Senior competition will consist of:
- 1st grade
 - 2nd grade
 - 3rd grade
 - 4th grade
 - 5th grade
 - Women's
- (3) To participate in the Baseball Canberra Senior 1st grade, 2nd grade or 3rd grade competition, a Club must enter one (1) team in each of 1st, 2nd and 3rd grade competitions. If a club CAN NOT comply and enter a team in any of the top 3 grades (1,2,3), the club must seek approval from Baseball Canberra Board and Council.
- [i] A Club may only enter one (1) team in each of the 1st, 2nd, 3rd and 4th grade competitions. In certain circumstance, a club may seek approval from Baseball Canberra and Council to enter a second team in the other grades.
- [ii] Club's may enter multiple teams in the 5th grade and Women's competitions.
- [c] **COMPETITION DRAW**
- Once ratified by the Baseball Canberra Board, the compilation and distribution of any senior draws are to be organised by Baseball Canberra General Manager so that a given number of games are played.

The number of games will depend on the number of teams entered in the competition and the period over which the season is to be played.

[d] **POINTS SYSTEM**

- (1) Teams in each of the respective competitions (grades) will be awarded:

WIN	DRAW	LOSS
Two (2) Points	One (1) point	Zero (0) points

- [i] Teams will incur a loss of three (3) competition points off their accumulated points total for a non-notified forfeit (e.g. failure to have sufficient players to start the game).
- [ii] In the event of a forfeit, the opposing team shall be credited with a 9-0 win unless that opposing team had won the game with a score that, for the purposes of calculating percentage, was better than 9-0, in which case that score will stand.
- (2) The Baseball Canberra Senior Club Champion will be awarded to the Club with the most points accrued across the 1st, 2nds, 3rd, 4th, 5th and Women's Grade competitions at the end of the regular season:
- [i] Points will be awarded in the reverse order in each Grade according to final rankings at the end of the regular season.
- [ii] Example, if a team finishes 1st in a 6-team competition they will receive 6 points towards the championship, if a team finishes 2nd in a 6-team competition they will receive 5 points. If a Club has more than 1 team in any Grade, each team's ranking points will count toward the Club's total.

RULE 7: TEAM NOMINATION

- [a] At the commencement of the season, a Club must have a minimum of ten (10) registered players for each team entered.
- [b] To enter teams in the Baseball Canberra competition, a Club must have a minimum of ten (10) registered players per grade entered. A further ten (10) registered players are required to nominate for each additional grade
- [c] Clubs may apply in writing to Baseball Canberra, no later than two (2) weeks prior to the start of the season, for "Development Club" status. Development Club status criteria is determined by the Baseball Canberra Board on a case-by-case basis. If development status is granted, clubs may have the ability to enter teams without meeting the minimum player requirements, at the discretion of the Baseball Canberra Board and Council

RULE 8: PLAYER CONTROL

[a] **PLAYER REGISTRATION**

- (1) All players must be entered on the registration database before participating. Playing of a player who is not on the database shall result in a forfeit for each game in which such player plays prior to being properly entered and activated on the database.
- (2) Registration shall only be effective when included on Baseball Canberra's elected registration database.

[b] **ELIGIBILITY OF PLAYERS**

- (1) Any player who appeared on a roster for any US College (NCAA, NJCAA or NAIA Colleges, Div 1 & 2) Senior National or International Competition (including ABL) in the season prior to the Baseball Canberra season may not participate any grade lower than first (1st) grade.

- (2) Exemption request may be referred to the Baseball Canberra General Manager in exceptional circumstances.

PENALTY:

Failure to comply with this rule will result in the game in which the player participates being declared a forfeit and a nine to nil (9-0) win recorded to the non-offending team.

[c] IMPORT AND ABL PLAYERS

- (1) Each Club will be permitted to have a maximum of four (4) import and ABL players active in the line-up (in the defensive line up or in the game as a DH) at any one time, for a single competition round, across all grades combined excluding Women's.
- (2) Clubs will be allowed additional ABL players above the limit of four (4), provided they are considered "Local ABL players". In this instance, clubs may exceed the limit of four (4) total import/ABL players, however local players must take priority and will count towards the limit of four (4), prior to the use of Import or non-local ABL players. E.g. a club has five (5) "Local ABL players". These players are all allowed to take the field at the same time, but that club may not use imports or non-local ABL players in that same game.
- (3) For **Rule 8 [c] (2)**, a "Local ABL player" is considered a player who has played junior baseball with a Baseball Canberra Club, or permanently resides within the ACT Region.
- (4) Although import numbers form part of this rule, clubs may apply in writing to Baseball Canberra, no later than two (2) weeks prior to the start of the season, for "Development Club" status. Development Club status criteria is determined by the Baseball Canberra Board on a case-by-case basis. If development status is granted, clubs will have the ability to increase their import amount beyond four (4), with the maximum amount to be at the discretion of the Baseball Canberra Board and Council.
- (5) An import is defined as any individual who does not have, or has applied for, Australian Citizenship or Permanent Residency, and has resided within Australia for less than 6 months.
- (6) Baseball Canberra accepts no responsibility for fulfilling any obligations or requirements for the entry of an Import player into Australia, or any obligations or requirements noted within any contractual agreements between a Club and an import or ABL player.
- (7) Club's must notify Baseball Canberra of all import and ABL players prior to those players being able to participate within the Baseball Canberra Senior Competition.
- (8) The Women's competition will be allowed up to three (3) imports per team. Women's Imports will not affect the number of imports permitted to play in the 1st – 5th grade competition rounds.
- (9) Interstate players will not be recognized under this rule, provided they have no existing affiliation with an ABL team and meet the requirements to be not classified as an Import.
- (10) An additional import will be permitted to play in the Women's competition for every 9 new Women's registrations in the previous season for that Club.
- (11) ABL imports that have not previously been registered with a Club **MUST** receive approval by the Baseball Canberra General Manager prior to playing with a Club. The following procedures must be adhered to:
 - [i] Club(s) seeking to acquire ABL imports must first communicate their intentions with the Baseball Canberra General Manager.
 - [ii] The Baseball Canberra General Manager will consider the Club(s) requests based on but not limited to current and previous year's standings and current number of import and ABL players within the relevant Club(s).
 - [iii] The Baseball Canberra General Manager will adjudicate then advise the relevant Club(s) of their decision. The Baseball Canberra General Manager's decision is final and cannot be appealed.

Import Exemption

A player who does not have, or who has applied for, permanent residency or citizenship in Australia shall not be considered an Import if the player meets the six months qualification period for living in Australia prior to the start of a season. The onus is on the player's Club to provide written proof to the satisfaction of the Baseball Canberra Board, substantiating that the player has lived in Australia for the qualification period. If the proof cannot be provided, or does not meet the satisfaction of the Board, the player will be deemed an Import for the remainder of the season. This decision of the Baseball Canberra Board is not appealable.

PENALTY:

Any Club which violates the Import and ABL players rule will result in the Club forfeiting the games, in which the import player infraction occurred, together with a financial penalty of \$200.00 per offence.

[d] PLAYERS TRANSFERRING BETWEEN CLUBS

- (1) Between seasons a registered player may transfer from one Club to another Club with the approval of their former Club's President.
 - [i] Should such concurrence and approval not be forthcoming the matter shall be referred to the Baseball Canberra Board for review. The decision of the Board shall be final, subject to any appeal to Baseball Australia. Any player awaiting a clearance decision shall not be permitted to play until the Board has decided to permit the player to participate.
- (2) Once the season has commenced a registered player may transfer from one Club to another Club with the approval of their former Club's President.
 - [i] Should such approval not be forthcoming, or response not provided within a two (2) day period, the matter shall be referred to the Baseball Canberra Board. The decision of the Board shall be final. Any player awaiting a clearance decision shall not be permitted to play until the Board has decided to permit the player to participate.
 - [ii] Where a Club disbands either before or during a season this rule does not apply to players from the disbanded Club (i.e. the players may join any Club without the need for approval). Once having been formally registered with the new Club the rules above apply as though the new players had been registered with the Club at the commencement of the season.
 - [iii] A player may transfer any number of times prior to the 31st of December.
 - [iv] When a player transfers to another club, game credits, from their previous club shall be transferred with them. There will not be any credits granted for interstate transfers.
- (3) Any players, coaches etc. registered in another State will NOT participate in any competition game until they have been cleared by that State's controlling body, under penalty of the games in which they participated in being declared a forfeit of nine to nil (9-0) to the non-offending team.
- (4) Lodgment of clearance for local players

Where a local clearance is required, notification (i.e. email) must be lodged with the Baseball Canberra General Manager prior to the player taking the field for their new club. Failing to have a player properly cleared will result in forfeiture of each game that the player plays prior to being properly cleared. If the clearance request is rejected, the player seeking clearance will not be permitted to play until the dispute is resolved. If there is no response to the clearance request within two (2) days, the player will be permitted to play until Baseball Canberra hears reason for the clearance to be rejected.

PENALTY:

Failure to comply correctly with Baseball Canberra clearance rules will result in the Club forfeiting all League and Club Championship points from games that the player participated in prior to being properly cleared.

[e] **TEAM LINE-UPS**

- (1) For all games of baseball played under the auspices of Baseball Canberra, the line-up sheets submitted to the plate umpire at the commencement of the game are to include all starting players AND substitution players.
- (2) Where a team wishes to use a designated hitter, they are to be listed in the batting line-up and the starting pitcher is to be listed below the starting batting line-up.
- (3) A runner for the catcher is **optional** with none or one out but, **mandatory** with two out. The courtesy runner can be any player in the line-up or on the bench. The courtesy runner must be ready to replace the catcher, without delay.

This rule is to ensure speedy end-of-inning changeovers, therefore the catcher that has been replaced must then '*kit-up*' without delay, ready to commence the next half inning.

[f] **PLAYER PARTICIPATION**

- (1) A 7 fresh-starter rule applies to the highest-grade team from a Club in the Baseball Canberra Senior competition, unless dispensation is awarded via a club's application for "Development Club" status.
 - [i] The 7 fresh starting players selected to start in a defensive position in a Club's highest-grade team must only play in that grade and must not play in any other senior grade for that competition round. A DH is not required to be a fresh starter and is the exception to this rule.
 - [ii] All highest-grade starters (except the starting pitcher) must play a minimum of 3 complete innings.
 - [iii] Where an injury, or unanticipated non-attendance or delay, precludes a fresh starting player from starting for a Club's highest-grade team, a player that had played in a previous game may then start in that game. (The team manager must notify the umpires and opposing manager prior to the start of the game or, in the case of an injury, as soon as the injury occurs, and within twenty-four (24) hours of the completion of the game must advise Baseball Canberra General Manager of those facts).
 - [iv] A scheduled game will not be postponed if sufficient players are not available and will be treated as a forfeit, should sufficient players not be available (Refer **Rule 10 (c)**).

PENALTY:

If the Baseball Canberra General Manager decides that the reasons for the player from a previous (lower grade) game starting in the highest grade was not/cannot be justified, the highest-grade game in which that player participated AND the lower grade game/s in which that player previously participated in (from the same competition round) shall be forfeited.

- (iv) If a player(s) is included in a highest-grade starting line-up and is replaced shortly after the commencement of a game (prior to finishing 3 complete innings), the team manager, shall within twenty-four (24) hours of the completion of the game, advise Baseball Canberra General Manager of the reasons for this.

PENALTY:

If the Baseball Canberra General Manager decides that the reasons for the player from a previous (lower grade) game coming into a highest grade cannot be justified, the highest-grade game in which that player participated AND the lower grade game/s in which that player previously participated in (from the same competition round) shall be forfeited.

- (2) Any player that starts or pitches in a Club's highest-grade team's game is not permitted to play in the next round of either 4th or 5th grade games (does not apply to 1st grade midweek games).

PENALTY:

Where the Baseball Canberra General Manager determines that a Club has contravened Rule 8 [f] (2), both the 1st grade team and the lower grade team which gained the advantage shall forfeit the game. The opposing teams will be credited with a 9-0 victory.

- (3) A team may play with an extended batting line up to a maximum of twelve (12) players in 4th, 5th, and Women's grades only. This number includes the use of a DH.
- [i] All players commencing in the extended line up must be nominated on the line-up card handed to the umpire prior to the commencement of the game.
 - [ii] All batters in the extended line up must take their allotted at bat in the batting order as per the line-up card handed to the umpire prior to the commencement of the game.
 - [iii] If a player on the extended line up does not take their allotted at bat, they are deemed to have been removed from the game, is removed from the batting line up and can no longer participate in the game. All other subsequent batters will move to the next batting position. No blank (automatic out) will be introduced until the batting order is below 9 batters.
 - [iv] If a team has invoked the extended line up rule, players nominated on the extended line up can change fielding positions at any time during the game. There are no requirements for a player to play in the field at any time during the game.
 - [v] If a Designated Hitter (DH) is being used, the standard rules for a DH will apply for substitutions and/or pitching changes.
 - [vi] For finals eligibility purposes, any player on an extended hitting lineup is considered a starter and will receive a game credit

[g] **PITCHING AND CATCHING RESTRICTIONS**

- (1) Information regarding pitching and catching restrictions can be found in **Rule 20**.
- (2) Pitching and catching limits are set according to the relevant League age that the player qualifies for, and applies for the entire season, irrespective of whether the player is in fact playing in that junior age group or whether the player has a birthday during that season.

PENALTY:

For any breach of pitching and catching restrictions during regular competition season will incur a loss of three (3) competition points from the offending teams total accumulated points. For any breach of pitching and catching restrictions in a final series match (i.e. after completion of the regular competition season) will result in loss of game and the match being awarded to the opposing team.

[h] **PLAYER UNDER SUSPENSION**

- (1) A player reported/ejected from a game MAY participate in all further games for which they are eligible until a penalty is prescribed by the Baseball Canberra General Manager, or a tribunal committee is convened.
- (2) Any player suspended by a tribunal and who then appeals, MAY NOT participate in any game until the appeal committee determines otherwise or the original tribunal penalty has expired. The appeal committee must convene within 5 days of appeal lodgement.
- (3) For finals, all tribunals will be heard prior to the commencement of the next scheduled game involving the team(s) of the reported player(s). The decision of the Tribunal in this instance is not appealable.

RULE 9: PLAYING EQUIPMENT

[a] **BALLS**

- (1) For games, Clubs must provide at least four match balls, in good condition, meeting the following requirements:
 - [i] meet the specifications defined in Official Baseball Rule 3.01, and
 - [ii] are white in colour
 - [iii] have a premium leather covering
 - [iv] Be of the same brand and model
- (2) Adequate replacement balls must be available to replace lost match balls during a game.
- (3) The Main Umpire shall adjudge whether the baseballs supplied are of suitable quality and meet the requirements stated in this Playing Condition.

[b] **BATS**

- (1) Wood and/or wood composite are compulsory for all players in 1st grade, 2nd grade, 3rd grade, 4th grade, and 5th grade. Wood composite bats must be properly labelled with the Associated BBCOR certification stamp.
- (2) Junior players playing in Open senior grades are to abide by the above restriction.
- (3) Bats for **Youth Women**, and **Women's** may be wood, wood composite/laminated, aluminium, ceramic or carbon graphite. In accordance with IBAF regulations, a 1.15 Bat Performance Factor (BPF), or below, will be required.

Youth Women - a bat may be no more than 34 inches in length, nor more than 2 5/8th inches in diameter, and if wood, not less than 15/16ths inches in diameter at its smallest part. The minimum diameter for a bat, which is less than 30" long, is 7/8ths of an inch at its smallest part.

[c] **UNIFORMS**

- (1) Teams shall be attired in uniforms that are registered with Baseball Canberra. Caps, playing pants and undershirts are part of the uniform and are to be of the same colour and design throughout a team.
 - [i] In cases where any 1st grade or 2nd grade player infringes the above, they are ineligible to participate in that and any other game until they are correctly attired.
 - [ii] If an infringement is discovered after the game has commenced, the umpire can request that player(s) comply immediately.

PENALTY:

No penalty will apply to either team or player should the uniform infringement be remedied to the Umpires satisfaction. The Umpire can remove any player from the game where that player refuses to comply.

- [iii] A player may wear wide brim hat provided it is the same colour as the approved Club cap.
- (2) The wearing of undershirts is optional unless the uniform playing top is sleeveless, in which case an undershirt then becomes compulsory. All undershirts must be the same colour throughout the team. White undershirts are not permitted.
- (3) Numbers shall be clearly displayed on uniform tops. The location of numbers is at a Club's discretion, but they must be in an identical location on all uniforms. No two (or more) players shall wear the same uniform number in the same game.
- (4) Coaches and managers of all senior grade teams must be attired in playing uniform. Any person not correctly attired is not allowed on the playing field or in the dugout.

[d] **JACKETS AND JUMPERS**

- (1) Jackets and jumpers must be in Club colours unless prior arrangements have been made with Baseball Canberra.

NOTE: Common sense is to prevail, and in cool weather in the interest of preventing injury non-Club colour jackets may be allowed in the dugouts, but Club colour jackets only are allowed in the playing area (fair and foul) forward of the dugouts.

[e] **HELMETS**

- (1) The wearing of double earflap helmets whilst on deck, batting and base running is compulsory.
 - [i] A player may not wear cracked, damaged or one earflap helmets while he is on deck, at bat, base running or fielding.
- (2) A helmet must be worn by the catcher and may be worn by any fielder.
- (3) All base coaches in ALL senior grades are to wear protective helmets when coaching the bases, but they may be a cap design (e.g. without ear flaps). Any player who is 18 years old or less, must wear a double earflap helmet whilst base coaching.
- (4) A bat person or ball person employed in a game must always wear a batting helmet with two (2) ear protectors, whether they are on the field or on the bench.
- (5) Helmets will be uniform in colour throughout a Club and in the colour registered for helmets by the Club.

[f] **PITCHER**

- (1) The pitcher while pitching is not to wear:
 - [i] a batting glove or any other form of glove under their fielder's glove.
 - [ii] sweat band/s on their throwing arm (sweat bands may be worn on the non-throwing arm but must not be white).
 - [iii] a white or light grey undershirt or an undershirt that has faded to resemble white or light grey.
 - [iv] any white or light coloured sleeve or bandage on their throwing arm, and
 - [v] any foreign article on their throwing hand (e.g. band aid or taping)

PENALTY:

Any Pitcher in breach of the above will be asked by the Umpire to remedy the situation by removal of the offending item. Failure to remove the item will result in the player either being removed from the mound or ejected from the game.

[g] **CATCHERS**

- (1) All catchers are to wear the following: face mask, helmet, chest plate, leggings and a protector (box).
- (2) Any person warming up a pitcher must wear a facemask and helmet.

[h] **JEWELLERY**

- (1) Except for a wedding ring or ear studs, any player in either a defensive or offensive position on the field will not wear any form of visible jewellery that could cause injury to or distract an opposing player.
- (2) The Umpire will ensure that any visible stud or ring on the eyebrow must be either removed or taped down securely.

[i] **CLUB RESPONSIBILITIES**

The Club designated by Baseball Canberra General Manager as the home team is responsible for the layout of the diamond.

- (1) Regardless of the grade, all bases, home plate and the pitcher's plate are to be securely pegged.
 - [i] All home plates should sit with their top surface "level" with the surrounding ground (without mounding the surrounding dirt).
- (2) A pitching mound must be constructed or provided on a club's Main home diamond, and it must conform to those dimensions set out in the Official Australian Baseball Rules.
- (3) Home run fences are to be erected for 1st, 2nd, and 3rd grade games. (Exception – severe inclement weather- common sense prevail).
 - [i] All efforts are to be made by the home team to fully erect a fence prior to the scheduled starting time of 3rd grade, failure to do so may incur a fine of \$100.00. This does not mean that games do not commence if the fence is not fully erected by the start of the game.
 - [ii] The points where the foul lines meet the fence are to be marked with a pole clearly visible by the plate umpire from home plate.
 - [iii] The distance from home plate along the foul lines to the nearest point of the fence should be at least three hundred (300) feet and the distance from home plate to the centrefield fence will be at least three hundred and sixty (360) feet. Baseball Canberra must approve any variation.
 - [iv] In 4th grade, 5th grade, and Women's games, when home run fences are not used, foul poles that are clearly visible from the home plate by the plate umpire should be erected approximately three hundred (300) feet from home plate on the foul lines and the home run line marked with cones or similar.
- (3) Where the field is not fully enclosed, each home team will define a dead-ball line with line marking extending from the fence line in foul territory out to the home run fence line.

[j] **BENCHES AND DUGOUTS**

- (1) All benches and dugouts will be positioned outside the dead-ball line. All seating, playing equipment, etc. when not being used on the playing field will be placed inside the defined bench area and is not to be placed against the defined dead-ball line.
- (2) The home team must provide a bench seat, drinking water, and overhead cover for the visiting team.

PENALTY:

The plate umpire shall give the offending team the opportunity to correct the infringement. If the infringement is not corrected the plate umpire shall report the matter to Baseball Canberra (via the match report) for appropriate action. Baseball Canberra will fine a club \$200.00 for failure to comply with this section.

RULE 10: START OF GAME & GAME SPECIFIC'S

[a] **COMMENCEMENT TIMES**

- (1) All games are to commence at the times stated in the draw.
- (2) The plate umpire and President of the home team shall be the final judge of the fitness of the playing field for the commencement of the game and for the resumption of play after any suspension.

[b] **FORFEIT**

- (1) Any team that will be unable to field the required number of players for any normal competition round game is to notify Baseball Canberra, the ACTBUA and the opposing coach at least twenty-four (24) hours prior to the scheduled start of the game.

No points will be awarded to the team that forfeits and a nine to nil (9-0) score line will be accredited against that team. The opposing team receives two (2) points constituting a win.
- (2) Failure to notify a forfeit prior to the start of any game will result in the loss of three (3), accumulated competition points.
- (3) Clubs whose team(s) forfeit will be responsible for the payment of the umpires' and ground hire fees for that game/round. In addition, the club responsible for the forfeit will be fined.
 - [i] \$50.00 for the first breach
 - [ii] \$100.00 for the second breach
 - [iii] \$200.00 for each subsequent breach
- (4) Clubs who forfeit more than five games in a season will be asked to show cause for continuation in future seasons. Conditions may be imposed on such a club should they continue in the competition.

[c] **INSUFFICIENT PLAYERS**

- (1) Where a team has fewer than the required number of players (nine (9) players for 1st grade and 2nd grade) and is therefore unable to commence a match, the plate umpire shall allow up to fifteen (15) minutes after the due commencement time of the game for the required number of players to report to the ground. If a team is still unable to field the required number of players at the end of that time, the plate umpire shall declare the game forfeited to the opposing team. The game will be treated as a non-notified forfeit with a nine to nil (9-0) score line and a loss of three (3) competition points.
- (2) The required number of players for Women's, 3rd grade, 4th grade, and 5th grade is seven (7). For each of those competitions only, if less than 9 players, then automatic outs will be enforced. This rule equally applies to the finals.
- (3) Where both teams are unable to field the required number of players, fifteen (15) minutes after the due commencement time of the game, the plate umpire shall declare the game a "no game".
- (4) Where a game has ended because a team is unable to field sufficient players, the game will then be called and treated as a forfeit and awarded against the team with insufficient players. A score line of nine to nil (9-0) will be accredited to the winning team and no game points will be awarded to the forfeiting team.
- (5) Any team that wins by forfeit must submit a game report to receive eligibility points. Non-notified forfeiting teams will not be awarded eligibility points.

PENALTY:

A Club that forfeits due to a lack of players will be responsible for paying a fine that is equivalent to the cost of the umpire's fees and ground hire for that grade. Failure to pay in the timeframe set by Baseball Canberra Commissioner will result in the team being declared a defaulter to Baseball Canberra and will forfeit all future games until fees are paid.

[d] **WEATHER/GROUND CONDITIONS PREVENT GAME COMMENCING OR CONTINUING**

- (1) Where inclement weather or ground conditions may prevent a regular season game commencing, an ACTBUA official and/or Club President (or delegated officiator), may call off that and any subsequent game at that ground provided, that in their combined judgement, there is no possibility of subsequent games commencing that day (for detailed Heat Policy refer to Baseball Canberra website).
- (2) All effort shall be made to commence or continue a scheduled game. Once the plate umpire accepts the ground as playable the game shall proceed as normal.

- (3) Mechanical light failure at Narrabundah Ballpark
- [i] In the event of light failure during a play, (other than a safe hit, catch or any out/s made before the light failure), the play shall revert to the pitch.
 - [ii] In the event of light failure after a safe hit, the ball will be dead, and all runners shall advance one base.
 - [iii] In the event of light failure after a catch or any out/s made, the ball will be dead, the out/s shall stand, and the runners return.
- Note 1: The plate umpire is to advise Baseball Canberra General Manager verbally as soon as possible and in writing within forty-eight (48) hours after a game was scheduled to commence, of any reasons for a late start (other than proceeding game carryover) or a no-game situation.
- Note 2: 1st grade regular season games which are affected by weather will be rescheduled to a later date and Baseball Canberra may dedicate certain weeks within the draw for these rescheduled games to occur. All playoff games will be rescheduled wherever possible with in a one (1) week period, otherwise, the team finishing higher on the ladder will advance to the next round or, in the case of a Grand Final, will be awarded the Championship.

[c] **EXTRA INNING RULE**

- (1) When a game enters extra innings, a runner will be placed on 2nd base at the commencement of the inning. The runner placed on second base at the start of each half-inning shall be the player (or a substitute for such player) in the batting order immediately preceding that half-inning's leadoff hitter. By way of example, if the number five hitter in the batting order is due to lead off the tenth inning, the number four player in the batting order (or a pinch-runner for such player) shall begin the inning on second base. However, if the player in the batting order immediately preceding that half-inning's leadoff hitter is the pitcher, the runner placed on second base at the start of that half-inning may be the player preceding the pitcher in the batting order. Any runner or batter removed from the game for a substitute shall be ineligible to return to the game, as is the case in all circumstances under the OBR.

RULE 11: LENGTH OF GAMES - INCLUDING FINALS

[a] **1ST GRADE**

- (1) 1st grade Weekend and/or final's games shall be played out as per the Official Baseball Rules. Midweek games (excluding finals) will be 'timed' games, OR nine (9) Innings, with no new inning to start at or after two (2) hours. Also, a courtesy runner for the catcher, **Rule 8 (e) (3)**, will apply only for midweek games (excluding finals).

[b] **2ND GRADE, 3RD GRADE, 4TH GRADE, 5TH GRADE, and WOMEN'S**

- (1) 2nd grade, Women's, 3rd grade, 4th grade, and 5th grade games shall be two hours in duration or nine (9) innings, whichever is sooner.

[c] **1ST AND 2ND GRADES - SCHEDULED START TIME**

- (1) 1st grade games shall commence at the scheduled start time or no later than thirty (30) minutes after the completion of the preceding game on the same diamond, whichever is later. 1st grade teams will be permitted to undertake pre-game warm up (infield/outfield practice).
- (2) 2nd grade games shall commence at the scheduled start time or fifteen (15) minutes after the completion of the preceding game on the same diamond, whichever is later. Teams will **only** be permitted to undertake pre-game warm up on the diamond if time permits.

[d] **MERCY RULE – All Grades**

- (1) All games, including final series games, shall be called where one team is leading by:
 - [i] twenty (20) or more runs at the completion of the fifth (5th) inning (middle of the 5th inning if the home team is leading),
 - [ii] fifteen (15) or more runs at the completion of the sixth (6th) inning (middle of the 6th inning if the home team is leading), or
 - [iii] ten (10) or more runs at any time after the completion of the seventh (7th) inning (middle of the 7th inning if the home team is leading).

[f] **TIMED GAMES**

- (1) **2nd grade, Women's, 3rd grade, 4th grade, and 5th grade** games shall be 2-hour timed games.
- (2) No new innings shall commence at or after the 2-hour (game) time limit as recorded by the official umpire for **2nd grade, Women's, 3rd grade, 4th grade, and 5th grade**.
- (3) The actual starting time is that notified to the scorers by the umpire-in-chief.
- (4) A **2nd grade, Women's, 3rd grade, 4th grade or 5th grade** inning in progress at the 2-hour mark shall only be completed when the home team is behind in score (i.e. where the home team is in front at the 2-hour mark, the game shall cease then, without the inning being completed).
- (5) 1st Grade midweek games will also adhere to **Rule 11 (f) (1-4)**
- (6) There will be a speed up rule of sixty (60) seconds between innings. The sixty (60) seconds starts from the time that the last offensive player has been called out. Pitchers have sixty (60) seconds to take the field and complete warming up. If the pitcher is not on the field within the sixty (60) seconds, the umpire will call play and immediately call "Ball 1", and a further ball will be called every twenty (20) seconds the pitcher is not on the mound. If a hitter is not ready to enter the batter's box after the sixty (60) seconds, a strike will be called immediately and again every twenty (20) seconds until the hitter is ready. Exception: If a change is being made, the sixty (60) seconds becomes void, and the game will commence once the change has been finalised.

[g] **CALLED GAME**

- (1) Where a game has become a regulation game (see Definitions or OBR Rule 7.01) and is called for whatever reason, the Official Baseball Rules shall apply except that for timed games, where the score is tied at the end of the time allocated, the game will be recorded as a draw.

[h] **REGULATION GAME**

- (1) For the purposes of these Local Rules a regulation game shall be that as defined in the Official Baseball Rules, except for:
 - [i] If a timed game has reached the halfway point in time (one hour), it shall constitute a regulation game.

[i] **PRE-GAME WARM UP**

- (1) Before the start of each game both teams may exercise a maximum of seven (7) minutes as a warmup period on the diamond but only provided that sufficient time is available before the scheduled starting time.

The home team manager will control this warmup period and will follow the sequence of home team followed by the visiting team.

[j] **OFFENSIVE RUN RULE**

- (1) An offensive run rule of seven (7) runs per inning shall apply for all Women's, 4th, and 5th grade games, including final series games (i.e. in any one inning a team cannot score more than 7 runs). The scoring of the 7th run signifies the end of the inning, and any additional runs will not count.

- (2) **Example:** A team has scored six (6) runs in an inning with bases loaded. The next batter hits a home run – only one additional run will be recorded on the scoresheet for that inning however, all runs will count toward individual statistics.

RULE 12: PROTESTING A GAME - NORMAL COMPETITION ROUNDS

- [a] Where a manager is of the opinion that, where there has been a perceived violation of the Local Rules and/or an umpire's decision is in violation of either the Official Baseball Rules or these Local Rules, they may protest that decision. Protests on any judgement decisions made by an umpire will not be permitted.
- [b] The protest must be lodged with the plate umpire immediately after the play has been completed and before the next pitch, or in the case of a play made that ends the game before the plate umpire leaves the playing field.
- [c] The procedure to be adopted is as follows:
- (1) The manager is to advise the umpire concerned that they are lodging a protest on the decision made. If this umpire is a base umpire, the manager is then to advise the plate umpire of their action.
 - (2) The plate umpire is to advise the manager whether they can accept the protest in accordance with the provisions of Official Baseball Rules (i.e. the decision by the umpire was not a judgement call).
 - (3) The plate umpire will then advise the scorers of the protest.
 - (4) The scorers are to annotate on their scorebooks:
 - [i] the time the protest was lodged.
 - [ii] the point of the protest.
 - [iii] the state of the game, and the count on the batter, if applicable.
 - (5) The game will then proceed normally.
 - (6) At the completion of the game:
 - [i] if the team protesting has lost the game, the manager has until 9.00pm on the first working day after the game to lodge an official protest in writing to Baseball Canberra General Manager: or
 - [ii] if the team protesting has won the game the protest is automatically dismissed, nevertheless, the team manager must within forty-eight (48) hours of the completion of the game report the incident in writing to Baseball Canberra General Manager who will advise the ACTBUA Director of Umpires.
- [d] On receipt of a protest lodged in accordance with **Rule 11 [c] (6) [i]**, Baseball Canberra Commissioner or their nominated representative is to convene a meeting of both team managers and those players whom they consider will assist in arriving at a decision. Also, those umpires involved in the protested game, the ACTBUA Director of Umpires (who is to advise on umpiring procedures and rules interpretation) and the scorebooks.
- [e] On hearing all involved, Baseball Canberra Commissioner or their nominated representative is to rule in accordance with the provisions of Official Baseball Rule 7.04.
- [f] Where it is necessary to replay a game or that part of a game from the protest point to reach a decision, the game will be played as soon as possible after the protest has been decided. Where such games are replayed, all efforts should be made to recommence with those players, managers, and coaches as detailed on the original line-up sheet. If possible, those umpires who officiated in the original game are also to be allocated to the game. Where possible the same ground is to be used.

RULE 13: FINAL SERIES

- [a] For all Grades. The teams will be ranked according to highest points percentage. The top ranked team in each grade will be determined to be the minor premiers.

Points percentage calculation =	(wins x 2) + (draws x 1) = Team Points
	then
	(Team Points) ÷ (Total games played x 3)

- (1) If the teams are equal the head-to-head method between the teams tied will be used to gain a result.
 - (2) If the teams are still equal, the best for and against (run differential) record for the affected teams will be used to gain a result.
 - (3) If the teams are still equal, the best percentage of runs against divided by defensive innings (between the teams tied) will be ranked higher. Where a half inning has commenced it will count as a full half inning (i.e. whole number) regardless of how many outs are made.
 - (4) If the teams are still equal, the best percentage of runs against divided by defensive outs will be applied against the top team in the competition.
 - (5) If the teams are still equal, the best percentage of runs against divided by defensive outs against the second-place team (and each subsequent team if still equal) will be applied.
 - (6) If the teams are still equal, the highest percentage of (runs for divided by offensive outs)/(runs against divided by defensive outs) (between the teams tied) will be applied. If the teams are still equal the same formula is applied the first-place team, then the second-place team, etc. as in four (4).
 - (7) If this does not determine a result a play-off will be required.
- [b] The final series will be organised according to the established schedule for each competition year.

[c] FINALS ELIGIBILITY

For a player to participate in any senior grade of the Baseball Canberra competition Final Series, they must satisfy the criteria of the following rule:

- (1) **Rule 14: FINALS SERIES PLAYER QUALIFICATION**

[d] CONDUCT OF FINALS SERIES GAMES

- (1) The plate umpire controlling the game and/or the Baseball Canberra Commissioner or their delegate will decide on the suitability of the ground, the light/weather conditions and/or similar aspects, for the commencement, continuance or otherwise of play. Where a game cannot be commenced for any reason (excepting a forfeit), or where because of light or adverse weather conditions, a regulation game, as defined in **Rule 11 [g]**, cannot be reached, Baseball Canberra will attempt to reschedule all games (see also **Rule 10 [d] note 2**).

[e] PROTESTING A GAME - FINAL SERIES

- (1) During any final's series game, a manager may protest any ruling, whether it is a perceived violation of the Local Rules and / or made by an umpire where they believe there has been a violation of the Official Baseball Rules or these Local Rules. Protests will not be accepted on any judgement decision made by an umpire.
- (2) **Rule 12 [b]** and **Rule 12 [c] (1-4)** shall apply to procedures. The protest will then be decided at the time it is lodged by an independent finals committee appointed prior to the final series by the Baseball Canberra Commissioner. Play will be suspended while the committee deliberates. The decision reached by the committee **will be final** and the game **will** continue.

PENALTY:

Penalties resulting from finals protests will depend upon the protest that has been lodged. Where the protest is upheld the independent finals, committee will advise the applicable penalty.

- (3) For any player or team official reported ejected from a Finals game, the independent finals committee shall meet at the conclusion of the game, and prior to the commencement of the next scheduled game involving the team of the reported ejected person, to determine what further penalty, if any, shall apply to that person.

PENALTY:

Such penalty, if any, shall be in line with the Tribunal Offences and Penalties document contained in the Baseball Canberra Offences and Penalties Table, found on the Baseball Canberra Website.

RULE 14: FINALS SERIES PLAYER ELIGIBILITY

For players to participate in Baseball Canberra Final Series, they must, in the first instance, satisfy the 'PLAYER ELIGIBILITY' criteria stipulated below:

1st Grade:	Must have started or pitched in a total of 10 games for that club during Baseball Canberra regular season (in any senior grade)
2nd Grade:	Must have started or pitched in a total of 5 games for that club during Baseball Canberra regular season (in any senior grade)
3rd Grade:	Must have started or pitched in a total of 5 games for that club during Baseball Canberra regular season (in any senior grade)
4th Grade:	Must have participated in a total of 5 games for that club during Baseball Canberra regular season (in any senior grade)
5th Grade:	Must have participated in a total of 5 games for that club during Baseball Canberra regular season (in any senior grade)
Women's:	Must have participated in a total of 5 games for that club during Baseball Canberra regular season (in any senior grade)

FAILURE TO MEET THE 'PLAYER ELIGIBILITY' CRITERIA STIPULATED IN RULE 14 AUTOMATICALLY RENDERS ANY PLAYER INELIGIBLE TO PARTICIPATE IN the Baseball Canberra SENIOR FINAL SERIES (unless dispensation is granted by Baseball Canberra as per Rule 4 [e])

RULE 15: FINAL SERIES PLAYER QUALIFICATION

Provided players have satisfied the 'PLAYER ELIGIBILITY' criteria stipulated in **Rule 14**, they will then be deemed qualified for the senior grade/or grades in accordance with the 'PLAYER QUALIFICATION' criteria detailed below (including the General Notes).

[a] 1ST GRADE:

- (1) The % number of 1st grade games a particular player has started in or pitched in during the regular season out of the total number of games that player has started in or pitched in during the regular season for the club are eligible only for 1st grade final series only.
- (2) Whereby more than nine (9) players share the same % of 1st grade games played at the completion of the regular season, the club shall nominate nine **(9) (and only 9)** of those players who will be deemed qualified to participate in the 1st grade Final Series only.

Footnote – The regular season highest grade *‘fresh starter’* rule is only applicable whenever a club’s highest grade Final Series game is played on the same day as any lower grade Final Series game.

[b] **2ND GRADE:**

- (1) After the top nine (9) players for the club have been determined according to the above, the next nine (9) players ten to eighteen (10-18) for the Club are ranked on total points acquired throughout the regular season (points allocation table in general notes).
- (2) Whereby more than nine (9) players share the same total of ‘player qualification points’ at the completion of Baseball Canberra regular season, the club shall nominate nine (9) (and only 9) of those players who will then be deemed qualified to participate in only the 2nd grade (or higher) Final Series.

[c] **3RD, 4TH, 5TH & GRADE:**

- (1) All other players ranked outside the top eighteen (18) ranked players will be qualified to play finals in the grade where they have played the majority of their games (or higher) during Baseball Canberra regular season.
- (2) Players that played the majority of their regular season games in a higher grade (than 3rd, 4th, 5th or 6th grade), but by virtue of their qualification points accumulation fall outside the top eighteen (18) ranked players, will be qualified to only participate in the 3rd grade (or higher) Final Series.
- (3) In cases whereby players ranked outside the top eighteen (18) have played the same number of regular season games in multiple grades, then they shall be deemed qualified to play in the lowest of those grades.

[d] **WOMEN:**

- (1) Female players deemed to have satisfied the ‘Player Eligibility’ criteria of five (5) **games** for the women’s competition, will be automatically regarded as eligible and qualified to participate in any senior grade Final Series game.

[e] **GENERAL NOTES**

- (1) Players that do not satisfy the ‘FINALS SERIES PLAYER ELIGIBILITY’ **Rule 14** criteria for any of the senior grades, are deemed ineligible to participate for any club in the senior Final Series. Any such player shall not count in the ‘FINALS SERIES PLAYER QUALIFICATION’ grade rankings for a club.
- (2) Players that have satisfied the ‘FINALS SERIES PLAYER ELIGIBILITY’ **Rule 14** criteria for any senior grade but for some reason are not available to participate in the Finals (injury/departure etc.) will still occupy a position in the ‘FINALS SERIES PLAYER QUALIFICATION’ grade rankings as per their season percentage and/or points accumulation totals.
- (3) Players can always participate in finals games in a higher grade (than the grade for which they have qualified), but to do so they must have satisfied the ‘ELIGIBILITY’ criteria for that higher grade (**Rule 14**).
- (4) Where a club has multiple teams nominated in any single senior grade, players will be qualified to participate in the Final Series for the team in which they participated for in the majority of games throughout the regular season. If this number is equal for both teams, then the club will nominate only one (1) of those teams that the player is then deemed qualified to play for in the Final Series.
- (5) Under no circumstances is any player permitted to play finals in a grade lower than the grade for which they have qualified.

[f] **PLAYER QUALIFICATION POINTS ALLOCATION REFERENCE TABLE**

1 st	5	Allocated to any player that starts, or pitches in a 1 st grade regular season game
2 nd	3	Allocated to any player that starts, or pitches in a 2 nd grade regular season game
Rest	0	Allocated to any player that starts, or pitches in any regular season game for 3 rd grade, 4 th grade, 5 th grade, or the Women's competition
DH	1	Allocated to any player starting as a designated hitter in 1 st and 2 nd grade ONLY. All other grades receive game credit only

[g] **FINAL SERIES DISPENSATION**

- (1) Any request for Baseball Canberra Finals Series dispensation relating to individual player eligibility and/or qualification must be received in writing/email by Baseball Canberra General Manager by no later than twenty-four (24) hours prior to the commencement of the Senior Final Series.
 - [i] Injury/illness (refer **Rule 4 (d)**)
 - [ii] Players registered in Baseball Canberra competition can be granted club game credits only (Credits against **Rule 14**) by Baseball Canberra General Manager for any games missed because of representing Baseball Canberra state, ABL or National teams.
- (2) The game credits applied to BC representative players will only be for the grade in which that player last started prior to the commencement of their representative tournament.

[h] **BASEBALL CANBERRA PENALTIES - ELIGIBILITY/QUALIFICATION BREACH**

- (1) The game in which that player participated in will be recorded as a forfeit nine to nil (9-0) in favour of the opposing team.

RULE 16: VISITS TO THE MOUND

- [a] Each team may have four (4) visits to the mound per game, by anyone on the team, including coaching staff. Two (2) visits in the same inning will require the Manager to remove the pitcher from the game. For the application within the Baseball Canberra competitions, that pitcher may assume a fielding position, but may not pitch again in that game.
- [b] Once the limit of four (4) visits is reached, each subsequent visit will require the substitution of the pitcher at that time.
- [c] One (1) extra mound visit will be allocated to each team in the event of extra innings

RULE 17: SCORING

- [a] Scorers from both participating Clubs will sit together immediately behind the back net at all matches. The conduct of scorers is to conform with the provisions of Official Baseball Rule 10.01 [a]. Spectators are to respect the status of the scorers as officials and avoid distracting them from their duties.
 - (1) Scorers are not to smoke during a game.
 - (2) Players, other officials and spectators are not to smoke within ten (10) meters of the scorers' box.
- [b] If a scorer cannot or will not conform to these rules, a report shall be made to Baseball Canberra by the opposing club within 48 hours of the completion of a game. The Scorers President will be contacted regarding proper disciplinary action.
- [c] As soon as possible after the conclusion of each game both managers will report to the scorer's area and sign the match report where a paper copy is to be submitted.

- [d] All match report sheets are to be lodged electronically by the home team or submitted via GameChanger, **within twenty-four (24) hours** to: competitions@baseballcanberra.com.au
- (1) Ensure all details on the match report are completed in full and correctly **entered**.

RULE 18: RULES FOR TOURNAMENTS OR SPECIAL FIXTURES

Baseball Canberra may from time to time make special rules over and above the Official Baseball Rules and these Local Rules for the conduct of special tournaments or interstate fixtures. Baseball Canberra will nominate such tournaments or fixtures and may overrule both the Official Baseball Rules and these Local Rules.

RULE 19: FINANCIALS

- [a] Any member of Baseball Canberra (both Senior and Junior) that incurs a fine or is deemed not financial, is ineligible to participate in any final series, until the fine or payment is paid. Failure to adhere to this rule will result in that player's team forfeiting all subsequent games until that person becomes financial to Baseball Canberra.
- [b] Any Club which is not financial by the Christmas break, including Juniors, will forfeit all further games that Club is involved in unless specific exception has been approved in writing by the Commissioner.
- The Baseball Canberra Board will list, within 48 hours prior to the commencement of the post-Christmas games, a list of each of the Club's financial status to the Council. This will allow any Club that amount of time to finalise any outstanding payments. The Commissioner will notify each Club President or their nominated delegate prior to the first finals game time of player eligibility.

RULE 20: PITCHING/CATCHING RESTRICTIONS

The following is the Baseball Australia Rules regarding restrictions and applies to **Junior League** and **Senior League/Colts** players whether playing in the Junior and/or in the Senior competition. Pitching and catching limits are set according to the relevant age group the junior can qualify for, and will apply for the entire season, irrespective of whether the junior is in fact playing in that age group.

[a] **PITCH RESTRICTIONS**

- (1) The pitch restrictions for a player shall be consistent with the junior age category that the pitcher shall be eligible for according to their age and is irrespective of the age group they are playing in. This includes when pitching in senior games.
- Note: To be eligible to participate in the relevant minimum age category, a player must comply with the relevant Baseball Canberra age grouping matrix.
- (2) The following pitching limits apply to individual games. (Important: Pitching limits are set according to the relevant minimum age category the player can qualify for, and not the age group that they are playing in, if any.)
- | | | |
|------|---------------------|----------------------------|
| [i] | Junior League | 95 pitches per game |
| [ii] | Senior League/Colts | 95 pitches per game |
- (3) A player pitching a major assignment is entitled to finish pitching to a batter once started, provided the at-bat commences prior to the relevant pitch count limit.

PENALTY:

See Rule 8 [g].

- (4) A pitcher's assignment will be classified as:

Assignment	Junior League (under 15)	Senior League/Colts
MAXIMUM	76+	76+
MAJOR	61-75	61-75
SUBSTANTIAL	46-60	46-60
MODERATE	31-45	31-45
SHORT	1-30	1-30

Assignment	Rest Period
Maximum	<ul style="list-style-type: none"> One (1) day rest from any defensive role <p>An additional three (3), bringing the total to four (4) days rest from pitching.</p>
Major	<ul style="list-style-type: none"> One (1) day rest from catching <p>Three (3) days rest from pitching</p>
Substantial	<ul style="list-style-type: none"> One (1) day rest from catching <p>Two (2) days rest from pitching</p>
Moderate	<ul style="list-style-type: none"> One (1) day rest from catching <p>One (1) day rest from pitching</p>
Short	<ul style="list-style-type: none"> Zero (0) days rest from pitching <p>No rest days are required after a "Short" pitching assignment however, for two (2) short assignments on successive or on the same day, one (1) day rest is required from pitching and catching</p>

- [i] Any player pitching a Maximum assignment will be required to complete one day's rest before any playing participation except as a designated hitter or for pinch hitting and pinch running (pinch hitters and pinch runners must not take the field after they finish as a hitter or baserunner)
- [ii] No rest days are required after a "Short" pitching assignment. However, for two (2) "Short" assignments on successive days or on the same day, one (1) day rest are required from pitching and catching.
- [iii] An "assignment" is any pitching role of any length in any game: the delivery of even one pitch shall be considered one assignment.
- [iv] A player once removed, as a pitcher may not pitch again in the same game.

[b] **CATCHING RESTRICTIONS**

- (1) Any player that has played the position of catcher in four (4) or more innings is not eligible to pitch on that calendar day.
- (2) A pitcher that exceeds a short assignment in a game cannot play the position of catcher for the remainder of that calendar day.

[c] **WOMEN'S COMPETITION SPECIFIC PITCHING RESTRICTIONS**

- (1) All pitchers in women's competition games, irrespective of whether junior or senior, are restricted to a maximum of seventy-five (75) pitches in any assignment. A pitcher may only exceed seventy-five (75) pitches to complete a batter currently at bat, no 'new' batter can be commenced.
- (2) A 'junior' pitcher (under the age of 18) must abide by the relative junior pitching restrictions.

RULE 21: SPECIFIC TO PERFORMANCE PATHWAYS DEVELOPMENT PROGRAM

[a] PLAYER CONTROL

- (1) Clubs will have priority over their players in relation to any game schedule conflicts which occur with High Performance. When such a conflict does not occur, Clubs must ensure Performance Pathways players are eligible to pitch for Performance Pathways (in accordance with the junior pitching restrictions).
- (2) ALL Performance Pathways players must be registered with a Baseball Canberra Club.

[b] EQUIPMENT AND FIELD DUTIES

- (1) Performance Pathways to provide game balls for all games in which they are playing except finals.
- (2) Performance Pathways to prepare the field for all midweek 1st grade games throughout the season.

[c] REFERENCE – DEFINITIONS “Club” - AFFILIATION

- (1) Performance Pathways has been invited to play as a team in the 1st grade competition and as such will be treated as an "Affiliated Club". Performance Pathways will have a standing invitation to participate in the 1st grade competition each year or otherwise determined by Baseball Canberra Board.

[d] REFERENCE – RULE 6 [b] (3) – TEAM REQUIREMENTS

- (1) Performance Pathways will be considered an invitational team and are not required to fulfill 2nd and 3rd grade teams to participate.

[e] REFERENCE – RULE 8 [a] – PLAYER REGISTRATION

- (1) Performance Pathways players are allowed to play for Performance Pathways and their own club. Performance Pathways players will register and be cleared through their home club but will not be required to register specifically (provided they are registered with a Baseball Canberra club) or to be cleared separately to play with Performance Pathways.

[f] REFERENCE – RULE 8 [c] – IMPORT and ABL PLAYERS

- (1) As Performance Pathways is considered a developmental team, import or ABL players should not be permitted to play with Performance Pathways without the prior approval of the Baseball Canberra General Manager. Any player who has returned from, but is still attending a US College, will be permitted to play with Performance Pathways, provided the individuals are registered and playing with a Baseball Canberra Club.

[g] REFERENCE – RULE 8 [f] (1) (ii and iv) – STARTERS

- (1) Starters for Performance Pathways will not be required to play three (3) innings.

[h] REFERENCE – RULE 8 [h] – PLAYER UNDER SUSPENSION

- (1) Suspension of Performance Pathways players will begin immediately following a tribunal hearing/appeal and include all games in which that individual would ordinarily be eligible to participate in (Performance Pathways or Club) until the suspension is completed.

[i] REFERENCE – RULE 14 and 15 – FINALS ELIGIBILITY AND QUALIFICATION

- (1) Performance Pathways is not eligible for the finals.