Manly Warringah District Baseball Association Inc

MWML Competition Rules:

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1 Rules and Procedures

1.1 All games shall be played under these rules in conjunction with the Official Australian Baseball Rules and, if in conflict, these MWML rules shall take precedence.

1.2 Only BASEBALL NSW (BNSW) affiliated players registered with Manly Warringah District Baseball Association (MWDBA) shall be permitted to compete in the Manly Warringah Minor League (MWML) competition. (Affiliated players are players entered on the BNSW player database and are financial for the current season: 1st September – 31st August).

1.3 The MWML Committee reserve the right to make changes and adjustments to these rules and procedures at any time to ensure the smooth administration of the competitions. Team delegates will be notified if and when such changes occur.

2 Breach Notice

2.1 Players, Managers and Officials are to conduct themselves accordingly within the Spirit of the Game and are not to use rules and procedures as means to provide an advantage.

2.2 The MWML Committee will implement penalties as seen fit should any Breach of its Rules and Procedures or Official Australian Baseball Rules occur.

3 Fitness of the Ground

3.1 The control of the ground conditions are determined by the MWML Committee (via appointed ground inspection delegates) and the Local Council. Designated ground inspection delegates will make a decision by 9.50am and relay the decision to the Grade Delegates. The Grade Delegates will message all managers by 10am should games be called off.

3.2 In the event of the MWML Committee or the Local Council not calling off a round due to bad weather, and if both coaches, having walked the field, cannot mutually agree to play the game, the decision as to whether the game shall commence is under the sole discretion of the plate umpire. The plate umpire may also declare the field unfit for play if in his / her judgement the field conditions are not safe to start or continue the game.

3.3 If the original ground is closed by Council or deemed unfit for play, the Committee will attempt to move the game to an alternate ground or rescheduled the game at its discretion. Fair and reasonable notification will be given to all involved (generally two hours before the game).

3.4 Once a game has commenced the game is in the hands of the umpire and the game will continue or cease according to his/her judgement.

4 Game Preliminaries /Starting Times-Duration

4.1 **Plate Meeting:** - At five (5) minutes before game time, Managers are to present themselves to the Umpires at the Home Plate with completed line-up sheets and game balls. The Home Team Manager presents his Line-Up Sheet first and with this 'action' passes control of the game and ground to the Umpire.

The Plate Meeting has the following agenda:

- Introduction of Managers;
- Receiving and exchange of Line Up sheets;
- Enunciation of Ground Rules to the Umpire and his/her confirmation.

4.2 About two minutes before the scheduled start time, the home team moves onto the diamond. The pitcher should start warm-up pitches (up to 8) as soon as the Plate Meeting is over. The away team should have its lead-off batter moving to the batting box as soon as the catcher throws to second base.

4.3 **Game Times:** AS PER COMPETITION DRAW (2:00 hours for all grades excluding Playoffs).

4.3.1 **Ten (10) minute rule:** FOR ALL GRADES: no innings shall commence if the previous innings finished later than 1 hour and fifty (50) minutes from the scheduled start time.

NOTE: This time is taken at the completion of the inning when the third out is called. If an inning has been completed and there is less than ten (10) minutes remaining in the game, the plate umpire shall call time and game. The plate umpire shall keep the official time for starting and finishing the game. No allowance shall be made for games that start late for any reason. Each coach should verify the starting time with the plate umpire prior to the game commencing.

4.3.2 Once the ten (10) minute rule commences the umpire will call time and game once a result has been determined or when an additional twenty (20) minutes has expired. Any innings still in progress must terminate when the batter who is in the batting box at twenty (20) minutes past the scheduled finishing time completes their turn at bat. [Umpire will call time]. (Special amendment for any Summer competition rounds that take place before Daylight Savings: the additional 20 minutes is changed to 10 minutes. Maximum game time is 2 hours and ten minutes)

4.3.3 Where the top of an innings concludes within ten (10) minutes of the scheduled finishing time and the home team has more runs than the away team, the umpire will also call time and game and the score will revert to the previous completed inning, unless the away team manager elects to continue play, in which case the game finishes when the bottom of the innings concludes via three outs or on the 2.00 hour mark, whichever comes earlier.

4.3.4 At the completion of the game if the innings fails to complete due to maximum time expiring, the score will revert to the last completed inning except where the bottom of the inning has commenced and the team batting in the bottom of the incomplete inning has improved its score relative to the end of the previous inning, in which case the score at the end of the incomplete inning stands.

4.3.5 A team may elect to declare their batting inning over in order to try and complete the inning faster. This may only be done once per game (this will generally only be done by the batting side in the last inning).

4.4 It shall be a regulation game, if it is a regulation game as defined in the Rules of Baseball, **OR** if the plate umpire certifies that play has proceeded for at least sixty (60) minutes or 3 completed innings of playing time.

4.5 The plate umpire shall satisfy himself as to the correctness of the ground layout and only MWML approved baseballs (Wilsons A1010 or Rawlings ROLB) will be used.

5 Duties

5.1 The home team is designated by its name or number appearing first on the draw for each match.

5.2 The home team will take the first base dugout (except on AQ1 where the home team takes the third base dugout)**.**

5.3 The **home team** will field first and is responsible for:

(failure to fulfil these obligations will result in penalties as determined by the MWML Committee)

5.3.1 **Early games** - Open toilets, set up the diamond including installing Astroturf on the mound, putting out home run boundary cones (Rat Park) and checking the infield for any items that could injure a player.

5.3.2 **Late games** - Make sure toilets are locked (Aquatic), for all grounds to pack away bases, umpires gear, tape, hammer, spikes, Astroturf, cones and return the gear to the appropriate storage box at the ground. Both teams to clean up any rubbish left in their dugouts.

NOTE: Failure to do so may result in the loss or theft of equipment which your team will be held financially responsible for if found negligent.

5.3.3 Rake the infield; repair the home plate area, baselines, pitching mound and surrounds, including between games where practicable. Report any equipment found damaged or missing in the gear box, this report should be included on the result sheet.

5.4 Each team to provide one (1) new Baseball.

5.5 When there is only one game scheduled on a diamond that day, the home team is responsible for preparing the ground and for packing up and repairing the ground. The away team on the adjacent diamond (normally AQ2) for the prior or post scheduled game is required to provide the two umpires.

Code for gear boxes at Aquatic and Rat Park is 4080

6 Fielding a Team

6.1 Should any team be unable to take the field with 9 team players, then several options are available:

6.1.1 Use of Non-Team Player/s (NTP) in accordance to rule 22.

6.1.2 A coach/manager, whose team has in excess of 9 players, must lend a player to the opposing team, for fielding purposes only. Such lent players may be rotated ie. can be a different player each inning.

6.1.3 The missing player's batting spot will be an automatic out. The automatic out is mandatory and may not be waived by manager agreement. A team must have at least 8 players in their batting line up, of whom a minimum of 6 are from their own squad.

6.2 If after 15 minutes from the scheduled start time, one team cannot field a team then the game will not proceed. The result will be recorded as a 9-0 forfeit. If neither team can field a team then the game will be declared a "No Game".

6.3 In the event of a player becoming unable, due to injury, to continue participating in a game leaving that team with less than nine (9) players, a team may:

6.3.1 Bring back into the game a benched player; or

6.3.2 Continue with eight (8) players and take an automatic out for the missing player. The automatic out is mandatory and may not be waived by manager agreement.

NOTE: As a courtesy, if the opposing team has more than nine (9) players they must offer to loan a player for fielding purposes only, however they are not obliged to do so in the case of an ejection.

6.4 In the event of additional players becoming unable to continue participating in a game leaving that team with less than 8 players, then a 9-0 forfeit is recorded.

6.5 A team having received an official notice of forfeit, i.e., email or sms prior to the game, shall be regarded as having scored a nine (9) to nil (0) win for the purpose of compiling runs for and against. No team has the right to decline a forfeit.

6.6 In the event of a forfeit, the forfeiting team will be required to perform an additional umpiring duty during the season (two umpires for one game) for the team that received the forfeit. Where there are no duties required/available, a fine of $120 will be imposed on the forfeiting team. If the forfeit is not notified to the opposition manager and MWML Competition Recorder prior to Friday 5pm an additional fine of $100 will be imposed on the forfeiting team. In the event that the forfeit occurs at the actual game commencement time, the cost of any umpires who have attended that game will be passed onto the forfeiting team, in lieu the additional $100 fine. Repeated forfeits will not be tolerated and could result in any such team being disqualified and expelled from the competition.

7 Eligibility

7.1 All players playing for a MWML team must be registered with their club to play in that specific MWML competition.

7.2 No player may be registered with more than one team within the MWML competition. Players may dual-register across multiple MWDBA competitions (example State League & MWML or Masters & MWML)

7.3 Team and player grading is determined by the MWML Committee. The MWML Committee may determine a player ineligible to play in any grade, based on ability.

7.4 Teams must conform to grading standards. Clubs shall assign their best players to their higher-graded teams. Players registering in a grade below their skill level (for example, to play with friends or family members) are subject to MWML Committee approval and may face restrictions (eg pitching or positional restrictions).

7.5 A player who is registered to play in the NSW State Baseball League is eligible to play in MWML's Summer 1st Grade or Masters Competitions but is not eligible to play in 2nd grade or lower. Special exemptions may be granted at the MWML Committee's discretion.

7.6 No player on any Roster of an ABL Franchise is eligible to play in any MWML Summer or Masters Competitions, without special MWML Committee exemption.

8 Age Limitations

Winter Competition

8.1 A person must have reached the age of **LEAGUE AGE SIXTEEN (16),** as defined by BNSW (must turn 16 by the 31 August of the following year) to be eligible to play in Winter 1st Grade unless he/she has the written permission from his/her parents and in addition has the written approval of the MWML Committee.

8.2 For all other grades a person must have reached the age of **LEAGUE AGE FIFTEEN (15),** as defined by BNSW (must turn 15 by the 31 August of the following year) to be eligible to play for a team in any game in the Winter competition. Special exemption may be sought from Baseball NSW.

Summer Competition

8.3 For Summer competition, a person must be of **LEAGUE AGE FIFTEEN (15)**, as defined by BNSW (must turn 15 by the 31 August of the following year) to be eligible to play for a team in any game in the Summer competition.

BNSW-PLAYER-AGE-MATRIX-2022-23.pdf (baseballnsw.com.au)

9 Alcohol / Smoking

9.1 A player, coach, scorer, manager or umpire in uniform shall not consume alcohol while the game in which he/she is participating, is in progress. All grounds are a smoke-free zone and smoking is not permitted within 10 metres of the boundaries of sporting fields and other public areas during sporting events.

9.2 No alcohol is permitted to be consumed at Rat Park from 8pm to 8am in accordance with Pittwater Council alcohol free zoning.

10 Contact Rule

10.1 Players must avoid un-necessary or reckless physical contact with another player at all times.

10.2 Umpires and Team Managers are to ensure that players are aware of the dangers of intentional contact. Runners who do not slide when required to avoid dangerous contact at the base, or do not attempt to avoid fielders (with the ball at play at that base), must be given out. Any player (offensive or defensive) adjudged by the umpires to have deliberately or recklessly caused dangerous contact regardless of the ball being in play or not, should be ejected from the game and is subject to a judicial process.

* Insurance may also be void in the case of an injury to the offender *

11 Duty of Care

11.1 All team delegates and coach/managers are required to make their players aware that sporting competitors owe a duty of care to one another and there is a fine line between an error in judgment on the field and

negligent conduct. Competitors should endeavour to exercise reasonable care not to injure other players in playing a game or match.

12 Finals/Playoffs

12.1 In terms of qualifying for finals, in the event of two teams being equal in the competition table on the ratio of games won to games played, their respective positions shall be determined by comparing their:
i) win/loss ratio from games played against each other, or, if required
ii) runs for and against in the games played against each other, or, if required
iii) runs for and against from games played against all teams in their Grade.

12.2 If more than two (2) teams are equal, then Rule 12.1 shall be used to determine the highest placed team. Then, excluding that team, Rule 12.1 shall be applied to the remaining teams to determine the next highest team. This process is continued until all equal teams have been placed in position.

12.3 No player shall be eligible to play in any Semi-Final, Final or Grand Final unless he/she meets the following criteria:

12.3.1 Played in at least one-half (50%) of the actual games played during the season on the same individual team. For the purposes of determining finals eligibility, washouts will be counted as games played. In the event of a forfeit, no players on the forfeiting team will be credited with a game played; whilst all players on the team receiving the forfeit will be credited with a game played. It is each team manager's responsibility to ensure that player eligibility can be clearly calculated by the MWML Registrar through the manager's compliance with Rule 20.6

12.3.2 Is granted permission from the MWML Committee in the case of extraordinary circumstances.

12.4 Non-Team Players (NTP) cannot be used during the Semi-Finals, Finals or Grand Finals. The only exception is if a player from a lower grade in the same club is used in order to avoid a forfeit. A maximum of two NTPs can be used from the club's lower grade teams.

12.5 Starting and finishing times, the number of innings and the mercy rule for Semi-finals, Finals and Grand Finals will be determined by the MWML Committee.

13 Grading

13.1 The "GRADE REQUESTED" on the Team Registration form is collated by the Registrar, along with the recognised competency of the entire roster and likely battery options. Immediately after the Registration Close date the Grading Committee allocates teams to a grade and begins a draft draw.

13.2 Once the competition commences, and after four (4) rounds have been played, re-grading may occur in order to establish fair competition and equal opportunity to qualify for the playoffs.

13.3 The results of all previous games involving the re-graded team/s are cancelled. They do not count in the win percentage.

14 Insurance

14.1 All registered and financial players and officials have limited insurance cover which is arranged by Baseball Australia and supplied by Gallagher.

https://sport.ajg.com.au/baseball-australia/contact/

15 Misconduct

15.1 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 Baseball Australia and BNSW. Reports on any matter of this nature are to be referred immediately to the Member Protection Officer of BNSW for attention.

15.2 In the unfortunate event that a person is ejected from the game by the umpire, the umpire must lodge an ejection report for each player ejected with the MWML Committee within 48 hours of game completion.

15.3 A separate report for each player ejected must also be submitted by the 2nd umpire.

15.4 Where a player has not been ejected but has otherwise breached the code of conduct, the umpire or a MWML Committee member must lodge a report on the matter to the MWML Committee within 48 hours of game completion.

15.5 The competition committee will assess the reports and recommendations and issue the relevant penalty notices in line with the adopted BNSW prescribed penalties.

15.6 Best endeavours must be used by the MWML Committee to issue a notice to the player by COB Tuesday after the event.

15.7 If it appears that the ejected player may have to appear before the Judiciary, the tribunal panel must also be notified with the intention of hearing the case before the following game.

15.8 Failure to appear will result in a minimum of a one (1) game suspension in addition to any penalty received. **Exceptions**: A longer suspension may be enforced if the player has been suspended previously, or refuses to leave the field of play as instructed by the umpire in charge, or makes contact with or displays aggressive behaviour towards the umpire, or starts or incites a fight.

16 Pitching Restrictions

16.1 For 2nd and 3rd grade summer league and 3rd, 4th and 5th grade winter league, there will be a four (4) inning maximum pitching restriction per player per game.

16.2 Pitching restrictions as governed by BNSW (https://www.mlb.com/pitch-smart/pitching-guidelines) and it is the **sole responsibility of teams' manager to ensure they are adhered to**.

16.3 A summary of the pitching guidelines endorsed by BNSW is included below.

Age	Daily max (pitches in game)	0 Days Rest	1 Days Rest	2 Days Rest	3 Days Rest	4 Days Rest	5 Days Rest
Under 16	95	1-30	31-45	46-60	61-75	76+	N/A
Under 18	105	1-30	31-45	46-60	61-80	81+	N/A
19-22	120	1-30	31-45	46-60	61-80	81-105	106+

16.4 A player who has completed pitching may continue in the game subject to the applicable BNSW restrictions relevant to players under the age of eighteen (18).

16.5 A pitcher will be permitted to complete pitching to the batter in the box, should their limit be reached with that batter.

17 Bat Restrictions

Male Bat Regulations

17.1 Bats shall not be more than 36 inches in length, no more than 2 5/8 inches in diameter, and if wood, not less than fifteen sixteenths (15/16) inches in diameter (7/8 inch for bats less than 30") at its smallest part.

17.2 The bat shall not weigh, numerically, more than three ounces less than the length of the bat (e.g., a 33-inch-long bat cannot weigh less than 30 ounces).

17.3 **All bats not made of a single piece of wood shall meet the Batted Ball Coefficient of Restitution (BBCOR) performance standard, and such bats shall be so labelled with a silkscreen or other permanent certification mark**. The certification mark shall be rectangular, a minimum of a half-inch on each side and located on the barrel of the bat in any contrasting colour. Aluminium/alloy and composite bats shall be marked as to their material makeup being aluminium/alloy or composite. This marking shall be silkscreen or other permanent certification mark, a minimum of one-half- inch on each side and located on the barrel of the bat in any contrasting colour.

Female Bat Regulations

17.4 Bats shall be not more than thirty-four (34) inches in length; nor more than two and five-eighths (2 5/8) inches in diameter, and if wood, not less than fifteen-sixteenths (15/16ths) inches. **Note: no BBCOR requirement.**

17.5 If the umpire discovers that the bat does not conform to this Rule until a time during or after which the bat was used in play, it shall be grounds for declaring the batter "Out". Repeat infringements will result in both the player and team manager being ejected from the game.

18 Protests

18.1 No protest shall be permitted on a judgment decision (i.e., a decision on balls, strikes, safe, out, etc.) by the plate or field umpire/s. Questioning or badgering of the plate umpire's calls on balls and strikes shall be sufficient reason for ejection of the offending player or team official from the game.

18.2 Protests on a point of baseball law must be indicated to the umpire at the time of the disputed decision and again within fifteen (15) minutes of the end of the game and be marked down on the Results Card. The protest must then be put in writing and forwarded to the MWML President within three (3) days of the match being played, accompanied by a payment for $50, which will be refunded if the protest is upheld. In all protests, the decision of the MWML Committee shall be final.

18.3 In extenuating circumstances, such as when several teams are involved in the dispute, the MWML Committee may choose to refer the matter to the MWDBA Board.

*** Email the Minor League Committee President by Sunday night 6PM and report the incident.

19 Registrations

19.1 All people who register in the MWML competition agree that they shall not contravene any medical advice in relation to their continued participation, and when required, shall provide a medical certificate approving their continued participation.

19.2 All players must complete their MWML registration with their Club, via Baseball NSW's online registration platform. Each player shall provide their name, address, date of birth, contact details and pay the applicable fee. The player's Club must provide confirmation of each correctly registered player to the MWML Registrar no later than 9 PM on Thursday night prior to the first game the player is allowed to participate in. The penalty for fielding an unregistered player is a $200 fine for the player's club, a one week suspension for the relevant team manager/coach and a forfeit result for the game the player illegally participated in.

19.3 The closing date for registering players the year in which the season starts is:

i. Summer League: 30th November.

ii. Winter League: 31st May.

19.4 A player, who transfers from one team to another, must secure a written clearance from his/her original team stating that he/she has cleared all financial obligations to that team. No team may refuse a clearance if the player is financial. The clearance authorisation shall be in writing and in the hands of the Registrar before a player is eligible to play for the new team.

20 Results

20.1 **HOME** team to print out and provide Results Card.

20.2 **HOME** team to email or text game results to the League Recorder within 12 hours of game completion.

20.3 **HOME** team shall then forward via email or make arrangement to deliver the Result Card to the League Recorder within 24 hours of game completion.

20.4 Failure to submit the results card within seven (7) days will result in a penalty being recorded (loss of a win).

20.5 In the event of a draw or a forfeit; the **HOME** team shall forward the Result Card. In the event of a washout, an email from the **HOME** team to the League Recorder that the game was washed out will suffice.

20.6 A completed Result Card should include **clear printing of ALL DETAILS** and be signed by both **team coach/managers and umpires**.

i.e.: full names for all the players who participated from both teams, umpires' names and signatures, box score, correct team names, date, round number, any Non-Team Player used, names of any player not participating in the game to be crossed out etc.

20.7 Electronic Result Cards generated out of a scoring application (e.g. Gamechanger) will be accepted in lieu of a result card, providing that the winning manager copies in the losing manager when emailed to the League Recorder.

20.8 Results cards and scores should be emailed by the HOME team to the League Recorder at: mlresults@manlybaseball.com

21 Scorers and Team Officials

21.1 If no scorers are available for your game it is the responsibility of the team managers to keep score and to agree with the other team manager/coach at regular intervals. (i.e. end of each inning)

21.2 All scoring facilities (hard copy or electronic) will be recognised as an official record of the game if managers at the beginning of the game do not object to their use.

22 Non-Team Players (NTP)

22.1 A team may field a maximum THREE (3) Non-Team Players (NTP) who shall be registered players with the MWML competition.

22.2 A NTP must play for a MWML team in the same or lower grade, may only play in the outfield, and must bat at the bottom (number 9) of the batting order. A NTP shall play a minimum of one full inning if he /she starts the game. Exception: the player is unable to continue the game due to an injury.

22.3 NTP must be used with discretion and in the **spirit of the game/league**, i.e. not as a means of gaining a competitive advantage.

22.4 A player once removed from a game may not return unless his/her team is reduced to less than 9 players due to injury.

23 Team Registrations

23.1 No team or player, who is un-financial with the MWDBA, Baseball NSW or reported by a team to be non-financial, shall take part in the competition, until such time as he/she has become financial and the Registrar has received a written clearance authorisation from the appropriate league, team manager or coach.

23.2 All players must be registered on or before the date advised by the MWML Committee as per rule 19.3**.** EXCEPTIONS: The MWML Committee may vote to allow a player(s) the permission to join the competition after the cut-off date and play in the Semi-Finals, Finals or Grand Final in extraordinary circumstances.

23.3 A team must have a minimum of 10 and maximum of 16 players in their squad.

24 Uniforms

24.1 All players must wear their club's approved baseball uniform.

24.2 Players must wear their identical club approved team shirts, caps and pants. Shoes will be of a variety worn for baseball, featuring cleats. Soccer or rugby shoes may be worn but must be of moulded plastic sole.

24.3 Two (2) eared batting helmets must be worn while batting and running the bases.

24.4 All base coaches are to wear helmets.

24.5 Catchers must wear recognised protective catching gear including a throat guard, and no player shall warm up the pitcher in a catching position without a catcher's protective helmet, face mask and throat guard.

25 Umpires Duties

25.1 **Teams allocated umpiring duties** must supply two (2) umpires for each game.

25.2 Umpiring allocation will be as set out on the Competition Draw.

25.3 Failure to attend umpire duties will result in the loss of at least one (1) winning game and require reimbursement of the cost of providing alternative umpires. This cost is $120 (for two umpires). Repeated infringements will not be tolerated and could result in any such team being disqualified and expelled from the competition.

25.4 Any games not having umpires in attendance shall be marked on the result sheet by the winning team **"Non-attendance by umpires".**

25.5 In the event of the rostered umpires not attending at the time set down for the game to commence or being unable to continue, an umpire or umpires shall be appointed by the opposing coaches and the game shall proceed. The appointed umpire/s will become official umpire/s for that game. The plate umpire must call from a position behind the catcher.

25.6 An umpire may cite a player for unsportsmanlike conduct or conduct detrimental to the game of baseball, by writing the player's name and team on the result sheet. Only the umpires from the game may do this.

25.7 In the event of an umpire ejecting a player, coach, or representative of the team from the field, the umpire shall forward a written report to the association within 48 hours and must inform the player, coach or team representative for what reason he/she was sent off.

Also phone the Recorder by Sunday night 6 PM and report the incident.

26 Multi Team Clubs (Note: The intention of this rule is to allow players to step up to a higher grade if their skills permit.)

26.1 Registration: Multi-team clubs must register with and be approved by the Committee as a club before they may utilize the provisions of Rule 26.

26.2 Playing down a grade: No player may play down from the grade in which he/she is registered.

26.3 Playing up a grade: Players may play up in any position, provided that a lower grade player may not start in the higher grade if there is a player registered with the higher grade team available, in which case the lower grade player may enter the game only after 3 innings or 1 hour, whichever comes first. Where there are no players in the higher grade available, the player from the lower grade may start the game and play any position. Any player that 'plays up' more than four times during the season automatically becomes a part of the team in the higher grade for the remaining games of the regular season and may no longer play in the lower grade.

26.4 Two teams in same grade: A club shall not deliberately "stack" one of two teams in the same grade, but should allocate players so that the overall strength of its two teams is comparable. Players registered with one team in a grade may not play for the club's other team in the grade, other than pursuant to the non-team player substitution rule (Rule 22).

26.5 Finals: Club players shall be eligible to play for one club team only in the finals, which shall be the team with which they were originally registered. This shall apply regardless of the provisions of rule 26.3.

26.6 The above rules are designed to provide a level playing field. Clubs are expected to operate within the Spirit of the Game. In line with Rule 7, the MWML Committee ultimately retains discretion on the grading or regrading of players and teams at any time.

27 Batting Through

27.1 For the Winter competition, in 3rd, 4th and 5th grade and the Summer Competition, in 2nd and 3rd grade, each team may list up to twelve (12) players in the batting line-up. The choice as to the number of batters in the line-up must be made and advice given to the Umpire by way of the line-up sheet prior to the start of the game.

27.2 Where a team has more than nine players in the batting line-up, there are no restrictions as to which nine (9) players may take fielding positions or in which order fielders must be named in the line-up.

27.3 All players listed in the batting line-up are not required to take defensive positions. Teams may make defensive position changes with the non-defensive line up players between innings.

27.4 Where, due to an injury of a player listed in the line-up, and no substitutes are available, the injured player may be taken out of the batting line up without penalty, provided at least 9 players remain in the line-up. If only 8 players remain, the automatic out applies for the last player taken out of the line-up.

28 5-Run Rule

Winter Competition – 4th & 5th grade only / Summer Competition – 3rd grade only

28.1 There will be a maximum of 5 runs across the plate in any one innings. Once the 5th run crosses the plate the inning is immediately concluded.

28.2 This rule does not apply to the trailing team in the final inning only (this exclusion is intended to allow the trailing team the opportunity to catch up in the final inning). However, if a team that is trailing at the start of their batted final inning subsequently scores enough runs to lead, they may not gain a lead of more than 5 runs in that batted inning.

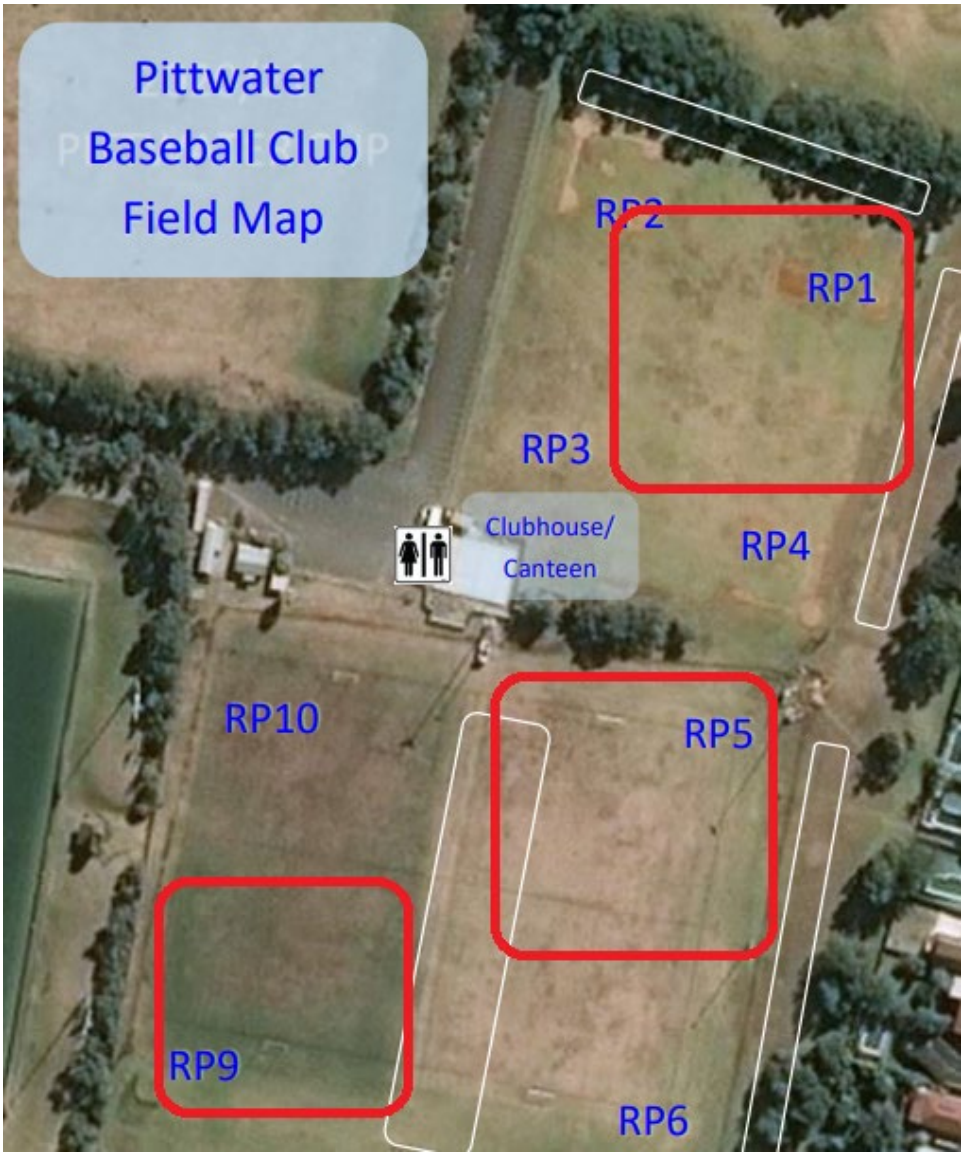
29 Annual Ground Maintenance

29.1 It is a requirement of MWDBA that all grounds are maintained to the highest possible standard and it is expected that each season (summer and winter) there will be at least one organised working bee to which all teams must provide at least two 'volunteers' to join the working bee on a specified ground on a date advised.

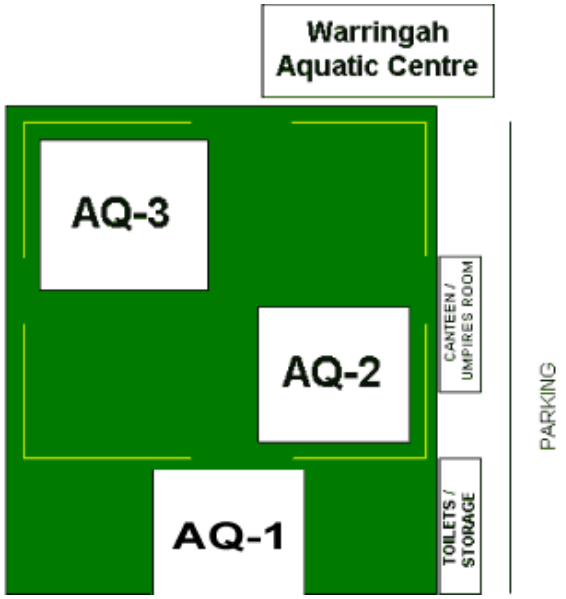
30 Ground Location and Rules

30.1 There are rules governing the use of grounds and game play for each ground.

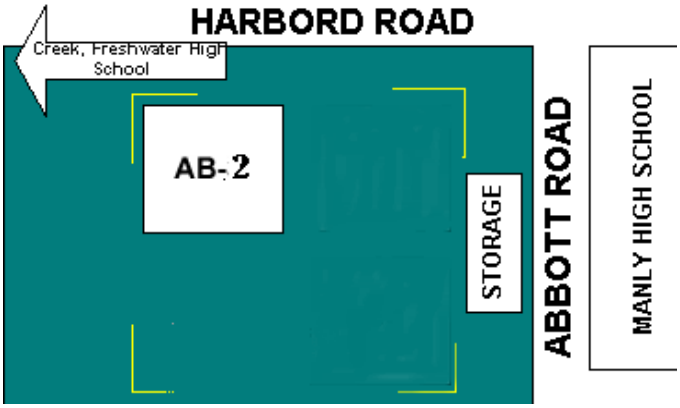
Ground	Location	Ground Rules / Gear / Info
North Narrabeen Reserve (Rat Park) RP 1, 5 & 9	Behind Pittwater Rugby Park. Enter from the car park off Walsh Street.	Use the toilets in the new club house; urinating in the bushes is a no-no Do NOT practice (baseball) near the houses. **GEAR** is available from the storage boxes at the ground (combination lock) and from the Rat Park clubhouse.



Aquatic Reserve	Adjacent to Warringah Swimming Centre, Aquatic Drive, Frenchs Forest. (E - Early game, L - Late game)	**AQ-1 field, the home team of the 1st game opens** and the **home team of the last game** locks the toilets, change rooms and storage locker**.** **AQ-2 field, the home team of the 1st game** unlocks the gear storage locker. The **home team of the last game** stores the gear in the storage locker & relocks it. Also to lock toilets if no game on AQ1. **AQ-3 field**, the **home team of the 1st game** is to wheel the yellow bin over for all rubbish & unlock the gear storage locker. The **home team of the last game** is to wheel the bin back to the shed, store the gear in the storage locker & relock it. All rubbish must be placed in the yellow bin. **AQ-4 field**, immediately adjacent to the Swimming Centre, is **not to be used** for play or for practice. **GEAR** Team managers have been notified of the padlock combinations to the gear lockers. **LOCK-UP:** The home team manager for the last game of the day at AQ1 is required to shut the toilets and secure the ground gear for AQ1. Any theft or damage as the result of the store room and/or toilets having not been secured, may be the financial and/or procurement responsibility of that home team (last or only game) of the day. It may not be possible to replace the gear at short notice and it will affect games for the following round/s. In addition, there is equipment in that room that belongs to other associations. The same responsibility applies to the corresponding managers for the gear lockers at AQ2 & AQ3.

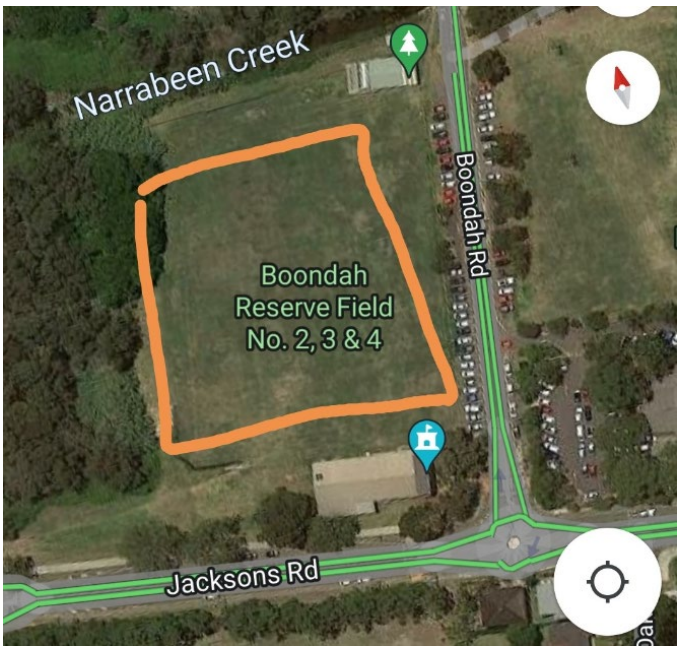


Abbott Road WINTER ONLY	Corner Harbord & Abbot Rds. The ground is in the south-western corner.	The Abbott Road kit is kept at Paul Camphuis' place at 10 Manuela Pl, Curl Curl. Contact Paul well beforehand on 94009430 or 0415922045 or pcamphuis@optusnet.com.au to arrange collection. Be aware of the other game in progress. There are NO toilet facilities.



Balgowlah Oval WINTER ONLY	Corner Pickworth Ave and Sydney Rd, Balgowlah	The Balgowlah Oval kit is kept at Joe Weller's place at 37 Castle Circuit Seaforth. Contact Joe well beforehand on 0432 888 888 to arrange collection. Be aware of the need to use Astroturf from the pitching location. There are toilet facilities, but no dugouts or bench seats, players should bring their own chairs

Boondah Reserve SUMMER ONLY	Cnr Jacksons & Boondah Rd, Warriewood	The Boondah kit is kept at Joe Weller's place at 37 Castle Circuit Seaforth. Contact Joe well beforehand on 0432 888 888 to arrange collection. Be aware of the need to use Astroturf from the pitching location. There are no toilet facilities



30.2 GAME CHECKLIST

Task	Team Responsible
1. Collect ground gear	Early Home Team
2. Arrange umpires	Refer umpiring roster
3. Unlock facilities / provide rubbish bins	Early Home Team
4. Set Diamond (15 mins before)	Early Home Team
5. Provide Scorers and Line-Up Sheets to umpire for plate meeting	Both Teams
6. Plate Meeting (5 mins before game)	Both Teams
7. First team to field	Home Team
8. Fill out Result Cards	Home Team
9. Ground gear pack-up	Late Home Team unless solo game
10. Diamond Repair	Late Home Team unless solo game
11. Ground area clean-up	Late Home Team unless solo game
12. Results phone and emailed	Home Team