

Manly Warringah District Baseball Association Inc

Masters Competition Rules

The rules of Masters will follow the normal rules of baseball, with the additional overlay of the rules of Manly Warringah – Minor League. However, the following specific competition rules will apply for Masters Competition.

1. Players must be the age of 35 years by the end of the season. Special exemptions may be made with the approval of the committee.
2. Masters is currently an ungraded competition, designed to encourage players with a broad range of skills and experience to play alongside each other for the enjoyment of the game. The MWML Committee has the right to regulate the roster make-up of teams, to ensure the intended "Masters Spirit" of the competition is not undermined via the entry of clearly superior sides. **No side shall have more than 5 "first grade" capable players.**
3. Games are 90 minutes. A new innings not to commence once the game completes eighty (80) mins. The Grand Final is a 6 innings game.
4. It shall be a regulation game if the plate umpire certifies that play has proceeded for at least fifty (50) minutes or 3 completed innings of playing time (70 minutes or 4 innings for the Grand Final)
5. No 10 minute rule. Game must end right on time. The score to revert back to the last completed innings. The late game must conclude by 9.45pm as lights out at 10.00pm sharp.
6. Maximum of 5 runs across the plate in any one innings. Once the 5th run crosses the plate the inning is immediately concluded.
7. Maximum of 2 innings per pitcher.
8. Catchers and pitchers **should** be given a courtesy runner when he/she reaches a safe base to speed up the game. There will be a 90 second time limit to the changeover of innings to ensure the speed of the game is maintained. If batter not ready, a strike will be called every 15 seconds. If pitcher not ready, a ball will be called every 15 seconds.
9. **Pitched** balls to the back fence of Aquatic 1, past the catcher, will be called dead ball. All runners will advance one base (note: if a ball does not reach the back fence it is still live).
10. **You must put all available players in your batting line-up and bat through (up to a maximum of 12 players; any more than that need to be added to the line-up at the expense of another player being taken out).** You can have unlimited change of fielders but not the batting line up stays set.
11. No DH can be used.
12. Clubs with teams in both Summer League and Masters may utilise registered players from their Summer League teams (or other Masters teams) when their Masters team requires substitute players (i.e. unable to field 9 registered Masters players from their own team). The substitute players must meet the eligibility requirements for Masters (namely Rule 1 – age restrictions). Substitute players may not pitch.
13. Catchers: If there is no recognised or experienced catcher available, a team may borrow a catcher from another team as a Non-Team Player (NTP). 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.