

Manly Warringah District Baseball Association Inc

Minor League Policy & Procedures:

1. ALTERATION TO DRAW
2. RULES OF BASEBALL
3. WET WEATHER
4. GAME PRELIMINARIES
5. DRUGS
6. LEGISLATION
7. REGISTRATIONS
8. TRANSFERS
9. UMPIRING
10. EJECTIONS
11. INSURANCE
12. PENALTIES
13. NOTIFICATION OF RESULTS
14. ANNUAL GROUND MAINTENANCE
15. RUBBISH
16. FIELD LAYOUT
17. GROUND LOCATION AND RULES
18. CHECKLIST
19. PROTESTS AND DISPUTES

Abbreviations

ABF	Australian Baseball Federation Incorporated.
OABR	Official Australian Baseball Rules as published by the ABF.
NSWBL	New South Wales Baseball League Incorporated also known as Baseball NSW (BNSW)
MWDBA	Manly Warringah District Baseball Association

1 ALTERATION TO DRAW

- 1.1 No alteration to the playing schedule or venues is permitted without the approval of the MWDBA Minor league Competition Committee.

2 RULES OF BASEBALL

- 2.1 All games are played under the Official Australian Baseball Rules 1997 Edition together with those rules set out in the MWDBA Minor league Competition Rules

3 WET WEATHER

- 3.1 If the local Council declares the ground closed on the day, you are not to play or train under any circumstance; (this Association could be subject to a penalty which will be passed onto the team responsible.)
- 3.2 We do not have our own phone service however information will be placed on website and or team managers will be contacted where possible
- 3.3 Contact the respective Council Wet Weather Lines as follows:
- Balgowlah Oval, call 9976 1699.
 - Abbott Rd and Aquatic, call 9981 2099.
 - North Narrabeen reserve (the baseball ground is called Rat Park, RP1), call 9970 1236.
- 3.4 Wet weather is the main reason for ground closure. If your ground is closed, check the draw for alternate grounds for the day. Using the alternate ground for a game is mandatory if the original ground was declared closed by Council and the manager of one team and the umpire agree that the alternate ground is fit for play. It is valid for the draw and competition. The penalty of a "failure to show" at the Alternate Ground is the same as a forfeit. If a game does go ahead on an alternate ground the team originally required to provide umpires must still do so, even if that team's game was abandoned.
- 3.5 Where an alternate ground is not required by the allocated teams, it may be reallocated at the Committee's discretion. However, the teams being reallocated must be notified at least two (2) hours in advance.
- 3.6 The procedure for Alternate Grounds begins with the Home Team of the first game.
- If an Alternate Ground has been allocated and it is open, contact ALL teams to rescheduled play there.
 - If the original scheduled ground is closed or becomes unusable, the game must be played at the alternate ground, provided that all teams rescheduled to play there are notified at least two (2) hours before the game. If the two hour deadline is not met, then the games are cancelled.
 - If the Alternate Ground is closed, or becomes unplayable the game will be declared a washout.
- 3.7 The committee urges all teams to openly communicate as early as possible.
- 3.8 Cancellation of games by Teams prior to the day of play may subject the teams to penalty(ies)

4 GAME PRELIMINARIES

- 4.1 Diamond Setup - The Home Team for the first game of the day is responsible for the collection of the field gear, and setting out the field (see field layout) at least 15 minutes before game time. The infield should be checked for any items (eg rocks, broken glass, syringes, etc) that could injure a player.
- 4.2 Diamond Cleanup - After the last game on the day all equipment (bases, etc.) must be returned to the designated place, the diamond must be repaired and raked, and grounds must be cleaned of rubbish, etc, including a check of any toilets used by teams in the area. If there are at least 2 games on a diamond on the day the Home Team in the latest game is responsible.
- 4.3 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.
- 4.4 The Home Team Manager presents his Line-Up Sheet first and with this 'action' passes control of the game and ground to the Umpire.
- 4.5 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.
 - Mutual understanding is important, and should also be communicated to your team when necessary.
- 4.6 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.

5 DRUGS

- 5.1 The anti-doping policy that has been adopted by the ABF will be enforced.
- 5.2 Any player who is required by doctor's prescription to treat a medical problem with proscribed drugs as defined by ASDA guidelines shall be registered with BNSW and or the ABF. Players are to forward details accompanied by a letter from the player's doctor to BNSW.
- 5.3 Clubs are to ensure that all players who have queries re prescribed drugs are advised to consult the ASDA website www.asda.org.au and if further information is required, contact the drug advisory hotline on 1800 020 506

6 LEGISLATION

- 6.1 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 the ABF and BNSW. Reports on any matter of this nature are to be referred immediately to the Member Protection Officer of BNSW for attention.

7 REGISTRATION PROCEDURES

- 7.1 All teams must submit Team List on approved excel spreadsheet and in correct format.
- 7.2 All Players must submit a MWDBA player registration form <http://mwml.com.au/manly-warringah-minor-league/player-registration> before they can take the field. Complete all details, especially Code of Conduct.
- 7.3 Both Player Registration & Team List are available on line and MUST be handed to registrar prior to 1st game of season. If a player has played Summer he does not have to complete another form for Winter or Masters.
- 7.4 Forward Team list to Registrar via email and all player registration forms must be handed to registrar & team payment to Treasurer or direct deposit by the Tuesday prior to player's 1st game.
- 7.5 No player is allowed to take the field for training or playing until he/she has completed a MWDBA player registration form and handed to the team manager or registrar.
- 7.6 Team managers are to obtain clearance from the Registrar before the player/s 1st game.

8 TRANSFERS

- 8.1 Any player that has played for a previous club/association in the previous season must obtain clearance from that club/association prior to registering with MWDBA.
- 8.2 It is the new club's responsibility to check the most recent default list produced by Baseball NSW and ensure that any person from their club that appears on the list does not participate in a game until the matter has been resolved.

Note: Once a problem has been notified, the player, coach or manager CANNOT take part in any game until the matter has been resolved. PENALTY: forfeit of nine to nil (9-0) to the non-offending team.

- 8.3 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 forfeits of nine (9- 0) to nil to the non-offending team.
- 8.4 A player, coach etc may not play or coach with more than one team during the same season without the approval of the MWDBA. No change may be made after final completion of half the season
- 8.5 When any registered person changes their address, the player/team is required to notify the MWDBA Registrar of the new address and update the My Club database within fourteen (14) days

9 UMPIRING

- 9.1 Where possible umpires will be supplied for Winter 1st grade games.
- 9.2 All other grades will be allocated umpiring duties on a fair and even as possible bases, subject to ground allocations.

- 9.3 All plate umpires must be 18 years of age as at start of season. A player may plate umpire if less than 18 if supervised by a person over 18.
- 9.4 The designated umpires must arrive at the ground at least 15 minutes before the scheduled starting time. The chief umpire must call from behind the catcher. Failure to provide two umpires when required will result in automatic loss of a win and a \$100 fine applied to the team, and failure to umpire from the plate may also cost your team a win subject to committee decision.

10 EJECTION FROM GAME

- 10.1 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 competition committee within 24 hours of game completion.
- 10.2 A separate report for each player ejected must also be submitted by the 2nd umpire.
- 10.3 The competition committee will assess the reports and recommendations and issue the relevant penalty notices in line with the adopted BNSW prescribed penalties.
- 10.4 Notices must be issued to the players by COB Tuesday after the event.
- 10.5 If it appears that the ejected players 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.

11 INSURANCE CLAIMS

- 11.1 Insurance provided by Willis Insurance please refer to the details on ABF website <https://welcome.willis.com/baseball/default.aspx>

12 PENALTIES

- 12.1 The following actions may cause the following penalties as determine by MWBDA Minor League Committee decision upon
- Failure of a designated team to provide two umpires on time
 - Failure to contribute requested player support to Ground Maintenance when scheduled
 - Failure to umpire from behind home plate
 - Failure to notify recorder of game result
 - Failure to set up field gear, or return same
 - Failure to secure Field Gear and return keys after games
 - Failure to notify Umpire of cancelled or transferred grounds
 - Failure to lock Toilets at end of days play, late game on A1 if no late game there then A2 late game

13 NOTIFICATION OF RESULTS

- 13.1 The WINNING team must:
- Complete a Result Sheet after the game (surname and initials for every player) and have it signed by the both Umpires and team managers. Forward the result card to the Official Scorer (see Committee page for contact details)
 - SMS a photo of the results card to results.mwdba@gmail.com

- Results will be available on the Manly website: <http://www.mwml.com.au>

14 ANNUAL GROUND MAINTENANCE

It is a requirement of MWDBA that all grounds are maintained to the highest possible standard and it is expected that each season 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.

15 RUBBISH

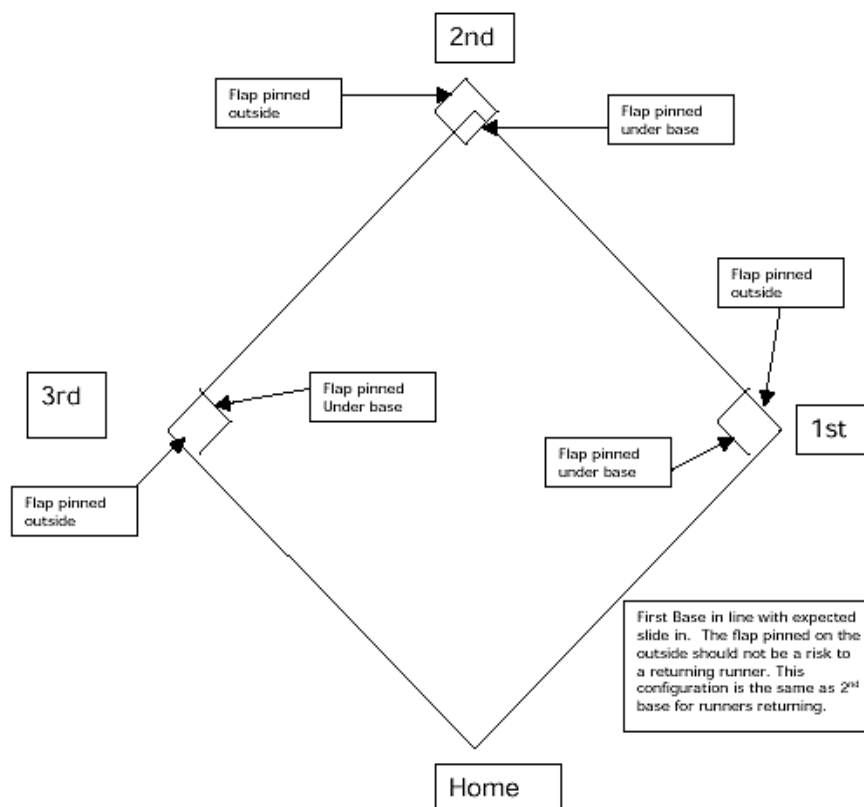
Please take your empties and all other rubbish home with you or use the bins provided. Any rubbish left at the field will reflect poorly on our association and the game of baseball.

16 FIELD LAYOUT

The first and third base lines should measure **90 feet** from the **back** of home plate to the **back** of the other base. The second should measure **90 feet** from the **middle** of second base to the **back** of the other base (incidentally the centre of second base should be 127 feet 3 3/8 inches from the back of home plate).

The **font** of the pitching rubber should be **60.5 feet** from the **back** of the home plate.

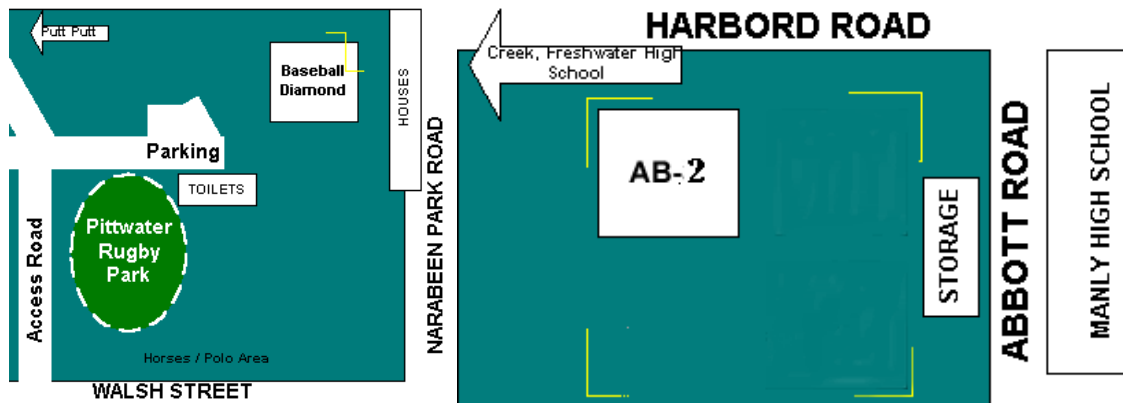
Here is the correct way to pin/peg bases with flaps.



17 GROUND LOCATION AND RULES

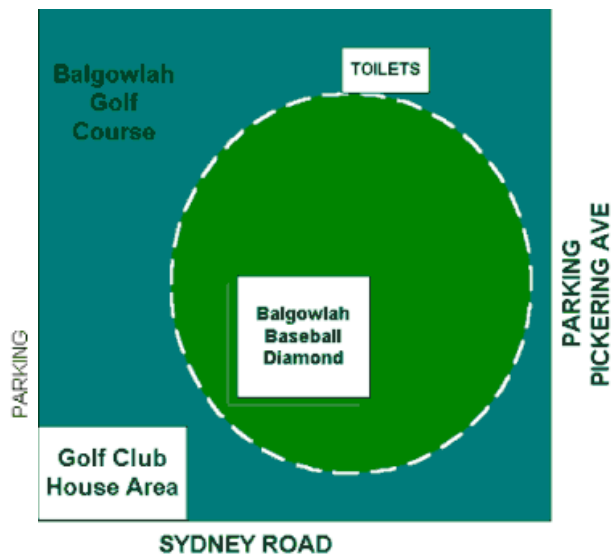
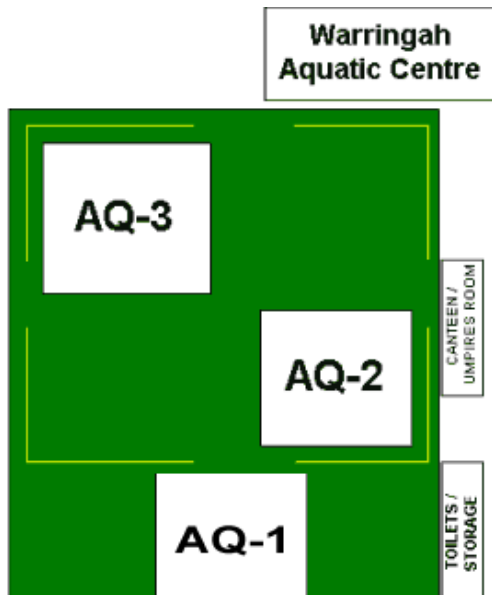
There are rules governing the use of grounds and game play for each ground

Ground	Location	Ground Rules / Gear / Info
North Narrabeen Reserve Rat Park 1	Behind Pittwater Rugby Park. Enter from the car park off Walsh Street.	Uric acid on the flora is worrying the residents. Use the toilets next to the car park - the key is in the gear box. Please do not send children across to the toilets unaccompanied. Do NOT practice (baseball) near the houses. GEAR is available from the storage box at the ground (combination lock).
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.



<p>Balgowlah Oval WINTER ONLY</p>	<p>Corner of Sydney Road and Pickworth Avenue, opposite BP station.</p>	<p>Park in Pickworth Avenue (not in the golf course car park), unless carrying equipment.</p> <p>Players and spectators must stay off the golf course - THEY ARE NOT COVERED BY INSURANCE IF HIT. Accordingly the away team should warm up next to the amenities block at the north of the oval. Spectators should sit beside the cricket nets. Away team must stay close to the fence when off the diamond. Do not congregate under the tree.</p> <p><u>Ground Rules</u></p> <p>Fly balls hit over the fence(s) on the boundary and in fair territory are home runs, including and especially the new high mesh fence. (Please alert golfers)</p> <p>Balls hitting the fence or gutter in fair territory and bouncing back into the Oval are live and still in play.</p> <p>Balls bouncing over the fence or gutter in fair territory are two bags for runner(s) and batter.</p> <p><u>GEAR</u> is available from store room at the north-west end of the toilet block. Combination lock. Packed in a carry bag (army colour). Contains 3 bases, 1 Home plate, Pitching Plate, Pegs, Hammer, Tape measure, Timber Plate.</p> <p><u>Diamond Arrangement</u> Base locations can be found by yellow marks on fence palings & the concrete gutter along the perimeter. Then each base has a 'Location Marker' buried in the ground & marked appropriately. Begin by locating the Home Plate Location Marker in the ground. (in front of the catcher foot-prints). Place the Home Plate point over the screw head of the Marker (after fitting the HP-pins). Ease the HP-pins into the ground by placing the Timber Plate over each pin and standing on it, or gently tapping with the hammer. The timber simply spreads the load and helps prevent the rubber from splitting.</p> <p>Locate the Pitching Plate marker. Fit the Pitching Plate in the same manner as Home Plate.</p> <p>Yellow marks on the boundaries will assist in locating 1B & 3B Markers. 1B has yellow markings painted on the concrete gutter. 3B has a paling painted yellow. Then these bases have Location Markers, which show the outside point. ie the 90 feet measurement. 2B also has a Location Marker Currently, each base also has painted marks on the grass, but we cannot guarantee their "survival".</p>
--	---	---

<p>Aquatic Reserve</p>	<p>Adjacent to Warringah Swimming Centre, Aquatic Drive, Frenchs Forest. (E - Early game, L - Late game)</p>	<p>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 green 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 green 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. Inside the AQ1 locker are keys to the toilets. LOCK-UP: The home team manager for the last game of the day at AQ1 is required to lock the toilets as well as the ground gear for AQ1 (key for the toilet is in the AQ1 locker). 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.</p>
-------------------------------	--	---



18 GAME CHECKLIST

Task	Team Responsible
1. Collect ground gear	Early Home Team
2. Arrange umpires	Refer umpires roster
3. Check ground is open or make alternate ground arrangements if required	Both teams
4. Unlock facilities / provide rubbish bins	Early Home Team
5. Set Diamond (15 mins before)	Early Home Team
6. 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 mailed	Home Team

19 PROTESTS AND DISPUTES

- 19.1 Any team wishing the competition committee to adjudicate on any dispute arising from any game shall forward to the Registrar a clear statement on the matter in dispute. The report along with a \$50 fee shall be received within three (3) days of the game. The \$50 fee shall be forfeited should the protest be considered frivolous.
- 19.2 Failure to observe the CORRECT PROCEDURE above shall render any protest invalid.
- 19.3 The competition committee, or persons appointed by it, shall be the authority as to whether or not a protest is to be upheld and any subsequent decision. They may call upon any person to assist them in any way they consider appropriate.
- 19.4 The competition committee will make the necessary rulings where penalties are not stipulated for rule infringements, they may include, loss of a game involved in protest, monetary fine or no penalty.
- 19.5 It should also be understood that loss of a game does not always award a win to the opposing team.
- 19.6 Any team that commits a breach of the rules that cannot be reasonably identified by the umpire during the game such as, but not restricted to, playing of an illegal player or pitchers going over their pitch limit, can be issued a Breach Notice.

The competition Registrar is to be notified of any such breach, and upon notification the following procedure will be followed;

- a. The Registrar will prepare a Breach Notice listing the offence and the penalty to be imposed if the breach is found to be correct, within seven days of receiving notification.

- b. The offending team may choose to accept the breach and pay the penalty, or contest the breach at the meeting scheduled by the competition committee to hear such breach.
 - c. If contesting a breach, a written explanation of the incident must be sent to the Registrar, prior to the meeting.
- 19.7 Team will have the right to appeal any decision of competition committee to the MWDBA Board.
- 19.8 Any club wishing to appeal to the MWDBA Board shall forward to the Secretary a clear statement on the grounds of the appeal. The appeal along with a \$100 fee shall be received within three (3) days of the competition committee's original decision. The \$100 fee shall be forfeited should the appeal be dismissed.
- 19.9 In extenuating circumstances, such as when several teams are involved in the dispute, the competition committee may chose to refer the matter to the MWDBA Board.
- 19.10 The decision of the MWDBA Board shall be FINAL