



Manly Warringah District Baseball Association Inc

Minor League 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 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 any MWDBA 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 MWDBA 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 Minor League 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 MWDBA (via appointed ground inspection delegates) and the Local Council. Designated ground inspection delegates will make a decision by 10.15am and relay the decision to the Ground Delegate. The Ground Delegate will message all managers by 10.30am should games be called off.
- 3.2 In the event of the Minor League 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.
- 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 Game Times: AS PER COMPETITION DRAW (2:00 hours for all grades excluding Playoffs).
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. An allowance shall not 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.
- 4.2 Once the ten (10) minute rule commences the umpire will call time and game once a result has been determined or in the following circumstances:

- 4.2.1 **Early game:** when an additional twenty (20) minutes has expired. Any innings still in progress must terminate exactly 2 hours and twenty (20) minutes from the scheduled start time [Umpire will call time].
- 4.2.2 **Late game:** The innings in progress will be completed until there is a result.
- 4.3 At the completion of the early game if the innings fails to complete due to maximum time expiring, the score will revert to the last completed 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 MWDBA approved baseballs (Wilson's A1010) 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 third base dugout.
- 5.3 The **home team** will field first and is responsible for:
- 5.3.1 Providing umpires or as detailed on the draw for game prior or post scheduled game, unless umpires are designated.
- 5.3.2 **Early games** - Open toilets, collect bases, umpires gear and set up the diamond.
- 5.3.3 **Late games** - Make sure toilets are locked (Aquatic), for all grounds to pack away bases, umpires gear, tape, hammer, spikes, 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.*
- 5.3.4 Rake the infield; repair the home plate area, baselines, pitching mound and surrounds. Report any equipment found damaged or missing in the gear box, this report should be included on the back of the result sheet.
- 5.4 Each team to provide a (1) new Baseball.
- 5.5 Where this is only one game scheduled on a diamond that day, the home team is responsible for preparing the ground and the away team is responsible 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. *Failure to fulfil these obligations will result in penalties as determined by the Minor League Committee.*

Code for gear boxes at Aquatic, Rat Park and Balgowlah is 4080

6 Competition

- 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(s) to the opposing team.
- 6.1.3 If rule 6.1.2 cannot apply; a team may field eight (8) players and the missing player will be an automatic out.

- 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 an injury to a player during the game who is unable to continue participating leaving that team with less than 9 players, a player from the opposing team will be loaned to the other team for the duration of the game. If no player is available from the opposing team or any other (NTP) then a 9-0 forfeit is recorded. **NOTE:** the opposing team is not obliged to loan a player to a team reduced to less than 9 players by an ejection. For winter competition only; 3rd and 4th grade a team may continue with eight (8) players.
- 6.4 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.
- 6.5 In the event of a forfeit, the forfeiting team will be required to post a \$100 fine or perform an additional umpiring duty during the season (two umpires for one game) for the team that received the forfeit. The choice of which penalty to impose is at the discretion of the team receiving the forfeit. Repeated forfeits will not be tolerated and could result in any such team being disqualified and expelled from the competition.
- 6.6 The competition table will be determined on a percentage basis as per the Official Rules of Baseball.

7 Eligibility

- 7.1 The Minor League Committee may determine a player ineligible to play in any grade.
- 7.2 No player may be registered with more than one team in any MWDBA competition.

[Summer Competition]

- 7.3 Team and player grading is determined by the Minor League Committee.
- 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 Committee approval.
- 7.5 A player that is registered to play in the NSW State Baseball League (formerly Major League) is eligible to play in MWDBA Summer 1st Grade or Masters Competitions.
- 7.6 A player that is registered to play in the NSW State Baseball League (formerly Major League) is also eligible to play in MWDBA Summer 2nd grade competition but may not play in the battery.
- 7.7 No player on the Roster of an ABL Franchise is eligible to play in any MWDBA Summer or Masters Competitions.
- 7.8 For the avoidance of doubt, for the 1st round of Summer 2017/18 (i.e. prior to gradings) all teams will be considered 1st grade teams.

[Winter Competition]

- 7.9 Team and player grading is determined by the Minor League Committee
- 7.10 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 Committee approval.

8 Age Limitations

[Winter Competition]

- 8.1 A person must have reached the age of **SIXTEEN (16)** years by 31 March of the given playing 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 Minor League Committee.
- 8.2 For all other grades a person must be turning **FIFTEEN (15)** years of age by 31 March of the given playing year to be eligible to play for a team in any game in the Winter competition.

[Summer Competition]

- 8.3 For Summer competition, a person must be turning **FIFTEEN (15)** years of age by 31 August of the given playing year to be eligible to play for a team in any game.

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. Aquatic is 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 to Pittwater Council alcohol free zoning.

10 Contact Rule

- 10.1 Players must avoid all 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 at the base, or do not attempt to avoid fielders (with the ball at play at that base), should be given out. Any player (offensive or defensive) adjudged by the umpires to have deliberately or recklessly caused contact, 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 *

(Refer to http://www.sdabu.com/nocollision_rule.htm for a good elaboration)

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 No player shall be eligible to play in any Semi-Final, Final or Grand Final unless he/she meets the following criteria:
 - 12.1.1 Played in one-half (50%) of the actual games played during the season on the same 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.
 - 12.1.2 Is granted permission from the Minor League Committee in the case of extraordinary circumstances.

- 12.2 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.
- 12.3 Starting and finishing times, the number of innings and the mercy rule for Semi-finals, Finals and Grand Finals will be determined by the Minor League 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 NSW and supplied by Willis.
<http://www.vinsurancegroup.com/baseball/certificate-currency.html>

15 Misconduct

- 15.1 If any player, coach, scorer or team representative is sent off the field or reported to the Minor League Committee by an umpire or an official of the league, the offending player will be required to attend a judiciary review. 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.
- 15.2 Such judicial incidents will follow judicial procedures with penalties applied in alignment with Baseball NSW.

16 Pitching Restrictions

- 16.1 For the first round of Summer 2017/18 season, there will be a four (4) inning maximum pitching restriction per player per game.
- 16.2 Pitching restrictions as governed by BNSW and it is the sole responsibility of teams' manager to ensure they are adhered to.

Age	Minor	Substantial	Major
Under 16	1 – 29	30 – 64	65 – 80
Under 18	1 – 39	40 – 79	80 – 100
Seniors	1 – 59	60 – 99	100 – 125

Rest Period	Under 18's	Seniors
Assignment	Pitching / Catching	Pitching / Catching
Minor	Nil	Nil
Substantial	2 days	2 days
Major	3 days	2 days

- 16.3 A player who has completed a major may continue in the game subject to the applicable BNSW restrictions relevant to players under the age of eighteen (18).
- 16.4 A pitcher will be permitted to complete pitching to the batter in the box, should their limit be reached with that batter, ONLY in the case where the pitcher is in the process of completing a Major Assignment.
- 16.5 Refer to BNSW website www.nsw.baseball.com.au/Policy_Pitchers for further clarification. Coaches to make themselves aware of the restrictions for player under the age of eighteen (18).

17 Bat Restrictions

- 17.1 Baseball Australia agreed on the introduction of new bat rules with all States and Territories. These rules came into effect from 1st September 2015 and will apply to all club, State and National games from that point onwards.
- 17.2 Full details can be found at the following link:
<http://www.nsw.baseball.com.au/Portals/29/Bat%20Regulations%202016%20v2.pdf>

Male Bat Regulations

- 17.3 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.
- 17.4 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).
- 17.5 **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

- 17.6 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.**

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. The protest must then be put in writing and forwarded to the Manly Warringah Minor League Secretary 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 Disputes Committee shall be final.

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

19 Registrations

- 19.1 All people who register in the **MWDBA** 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 Each team shall provide a completed MWDBA player registration form for their players, including name, address, date of birth and contact details of every player. Also a team registration form in accordance with the instructions issued by the secretary of the League. This registration information must be in the hands of the Registrar before the person is eligible to participate. The player details and fees must be submitted no later than 9 PM on Thursday night prior to the first game the player is allowed to participate in.
- 19.3 The closing date for registering players the year in which the season starts is:
- i. Summer League: 31st December.
 - 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. No player will be allowed to play if he/she is not financial with the previous competition/association and/or with his/her previous team.

20 Results

- 20.1 **WINNING** team to send game results to scorer within 12 hours of game completion. **WINNING** team shall then forward or make arrangement to deliver the Result Card to the League Recorder with Seven (7) Days. Failure to do this will result in a "No Game" being recorded.
- 20.2 In the event of a wash-out, draw, or a forfeit; the **HOME** team, shall forward the Result Card.
- 20.3 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 from both teams, umpires' names and signatures, box score, correct team names, date, round number and any Non Team Player used etc.*
- 20.4 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 Recorder.

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) / Injuries

- 22.1 A team may field a maximum THREE (3) Non Team Players (NTP) who shall be registered players with the MWDBA.
- 22.2 A NTP must play for a MWDBA 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.

[Winter Competition Only]

- 22.5 The lowest grade in the competition may use substitute (NTP) players from the grade above when there are no substitute (NTP) players available from the same grade. This exception does not apply to finals games.

23 Team Registrations

- 23.1 No team or player, who is un-financial with the Manly Warringah District Baseball Association Incorporated, 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 Minor League Committee as per rule 19.3.

EXCEPTIONS: The Minor League 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.

24 Uniforms

- 24.1 All players must wear a recognised baseball uniform.
- 24.2 Players must wear identical TEAM shirts and TEAM Caps. Shoes will be of a variety worn for baseball including steel cleats, soccer or rugby shoes may be worn BUT MUST be of moulded plastic sole.
- 24.3 Helmets MUST be worn for safety reasons and only two (2) eared batting helmets must be worn while batting and running the bases.
- 24.4 For additional safety 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** will 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 \$100 (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 sending 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

- 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 out of grade: No player may play down from the grade in which he is registered (unless the conditions of Rule 22.5 are met). Players may play up, 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. For the avoidance of doubt, players in the lower grades will not count as NTPs in accordance with Rule 22 if the absence of the player(s) would otherwise result in a forfeit (i.e. if there are already 3 NTPs). However the lower grade player may not pitch.
- 26.3 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).
- 26.4 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 registered, provided that any player registered in a club's lower grade team who has played in 50% or more of the games of the club's higher grade team can only play for the higher grade team, unless on application the Committee approves the player playing for the lower grade team.

27 Batting Through

[Winter Competition]

- 27.1 In 3rd & 4th 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. However, this procedure will NOT be allowed if the team would end up with less than nine (9) rule active players in the line-up or eight (8) players for 3rd or 4th grade.

[Summer Competition]

- 27.5 If agreed between managers prior to the game commencing, 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.
- 27.6 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.
- 27.7 If agreed between managers prior to the game commencing, each team may elect to have unlimited interchanging of defensive players between innings (i.e. if a fielder is removed from the field that player may return to the field).
- 27.8 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. However, this procedure will NOT be allowed if the team would end up with less than nine (9) active players in the line-up.

28 5-Run Rule

[Summer Competition]

- 28.1 Unless agreed between managers prior to the game, 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 losing team (this exclusion is intended to allow the losing team the opportunity to catch up). However if a team that is losing at the start of their batted inning subsequently scores enough runs to lead, they may not gain a lead of more than 5 runs in that batted inning.