

SENIOR LOCAL RULES



2026-27

- FINAL -

Document Preparation

Action	Name	Date
Document Version 1 - prepared by:	Greg Kent	24 June 2026
Document Version 2 – prepared by:	Greg Kent	22 July 2026
Document Version 3 – prepared by:	Greg Kent	30 July 2026
Final Version – prepared by:	Greg Kent	6 August 2026

Distribution List

Position	Organisation	Method of Distribution
President	Ainslie-Gungahlin Bears	Email
President	Belconnen Bandits	Email
President	Kambah Eagles	Email
President	Weston Creek Indians	Email
President	Tuggeranong Vikings	Email
President	Woden Rebels	Email
GM	Baseball Canberra	Email
Secretary	ACTBUA	Email
President	ACT Scorers Association	Email
All Directors & Secretary	Baseball Canberra Board	Email

Contents

Rule No.	Subject	Page:
	Definitions	Page 4
Rule 1	Commencement and Application	Page 6
Rule 2	Application of OBR	Page 6
Rule 3	Legislation	Page 6
Rule 4	General and Medical	Page 7
Rule 5	Umpires	Page 8
Rule 6	Competition Organisation	Page 9
Rule 7	Team Nomination	Page 10
Rule 8	Player Control	Page 10
Rule 9	Playing Equipment	Page 14
Rule 10	Start of Game & Game Specifics	Page 17
Rule 11	Length of Games – Including Finals	Page 19
Rule 12	Protesting a Game – Normal Competition Rounds	Page 20
Rule 13	Final Series	Page 22
Rule 14	Final Series Eligibilities	Page 24
Rule 15	Final Series Player Qualification	Page 23
Rule 16	Visits to the Mound	Page 25
Rule 17	Scoring	Page 25
Rule 18	Rules for Tournaments or Special Functions	Page 25
Rule 19	Financials	Page 25
Rule 20	Pitching Catching Restrictions (Juniors)	Page 26

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 2025.
DH	Designated Hitter
Division	Division 1 consists of 1st, 2nd, and 3rd grades – these are considered as <i>Premier League</i> Grades. Division 2 consists of Women's, 4th, 5th and Masters Grades – these are considered as <i>Community League</i> Grades
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, 5 th grade and Masters.
GM	Baseball Canberra General Manager
Import Player	A player who, before the start of the relevant season: a) does not hold, and has not been granted, Australian Citizenship or Permanent Residency. b) a player who meets the residency qualification, or who is otherwise exempt under Rule 8[c], is <u>not</u> an import. The onus of establishing non-import status rests with the players Club, in accordance to Rule 8[c]
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 or surrounding area, who is currently on an ABL Team roster
Next Round	The very next game that any grade plays. (participation in midweek 1 st Grade games is excluded)
Non-Local ABL Players	Any player who normally resides outside of the ACT region, 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 7.00
OBR	Official Baseball Rules

Registered Senior Player	A registered senior player is a person who: [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 2025; [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 <u>MUST be League Age 15</u> or older, as per the Baseball Canberra Age Matrix, for the respective season.
Regulation Game	For the purposes of these local Rules a regulation game shall be that as defined in the Official Baseball Rules 7.01 except for; [a] If a timed game has reached the halfway point in time (one hour), it shall constitute a regulation game. 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.
Suspended Game	FOR 1ST GRADE ONLY 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): [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. 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. 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.
Umpire	An umpire is: [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.

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 2025** and may be amended prior to each Season.
- [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 Rules as they are to be applied to all official senior baseball games played under the auspices of Baseball Canberra.
- [c] Pursuant to the ACT Baseball Association Incorporated Constitution and Rules 2025, these local Rules are to be formally reviewed pre-season each year.

RULE 2: APPLICATION OF THE OFFICIAL BASEBALL RULES

- [a] All official senior baseball games 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 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 prior to each season, and the date from which the new interpretations are to apply.
- [d] Specific rules may be implemented for application to the Women's or Masters competitions only.
- [e] Interpretations of these Local Rules are vested in the Baseball Canberra GM

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. Clubs are required to send their list of coaches and WWVP number to BC GM.
- [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 staff 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 player concerned. 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 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**

The Baseball Canberra Senior competitions will consist of:

<u>Division 1 (Premier League)</u>	<u>Division 2 (Community League)</u>
1st grade	Women's
2nd grade	4th grade
3rd grade	5th grade
	Masters

To participate in the Baseball Canberra **Division 1** competition, a Club must enter one (1) team in each of 1st, 2nd and 3rd grade.

If a **Division 1** club CANNOT comply and enter a team in any of the top 3 grades (1,2,3), the club must seek approval from Baseball Canberra GM.

A Club may only enter one (1) team in each of the 1st 2nd and 3rd grade competitions.

[c] **COMPETITION DRAW**

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 competitions (grades) will be awarded:

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

- [i] The Baseball Canberra Senior Club Champion will be awarded to the Club with the most points accrued across all competitions at the end of the regular season:
- [ii] Points will be awarded in the reverse order in each Grade according to final rankings at the end of the regular season.
- [iii] 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.

Division 1

- [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 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.

Division 2

- [i] Teams MAY share players (if one team is short) to equalize the numbers on each team.

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 in **Division 1** or **Division 2**.
- [b] To enter teams in the Baseball Canberra **Division 1** competition, a Club must have a minimum of thirty (30) registered players (i.e. 10 each for 1st grade 2nd grade and 3rd grade sides).
- [c] A further 10 registered players are required to nominate for each additional team entered into the **Division 2** competition.
- [d] Clubs that enter multiple teams in **Division 2** (i.e. 4th, 5th and Masters) must fill a minimum of one (1) team in the highest Division 2 grade first. i.e. 4th grade, then 5th grade and so on. (Excludes Women's).
- [e] Clubs may enter any number of teams in the **Division 2** competition.

RULE 8: PLAYER CONTROL

[a] **PLAYER REGISTRATION**

- (1) All players must be entered on the registration database before participating in any game.

Playing of any player who is not on the BC database shall result in a forfeit for each game in which that player participates 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 (Div1 or Div2 NCAA, NJCAA or NAIA Colleges) Senior National or International Competition (including ABL) in the current season, or season prior to the Baseball Canberra season, may not participate in any grade other than 1st Grade.
- (2) Those deemed to be Import players, as defined in this document, are also subject to rule 8.b.(1)
- (3) Exemption requests may be referred to the Baseball Canberra General Manager in exceptional circumstances.

Failure to comply with this rule will result in any game in which the player participates being declared a forfeit and a 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 **three (3)** import or non-local ABL players active in the line-up (defensive line up or as a DH) at any one time, for a single competition round, across all **Division 1** grades combined.
- (2) An Import is defined in the Definitions.
- (3) 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.
- (4) Club's must notify Baseball Canberra of all Import and ABL players prior to those players being able to participate in the Baseball Canberra Senior Competition.

- (5) 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 Division 1 open competition rounds.
- (6) Interstate players will not be recognized under this rule, provided they have no existing affiliation with an ABL team and meet the requirements to not be classified as an Import.
- (7) ABL development players will not be considered an "ABL Player" under this ruling.
- (8) 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.

(9) **Import Exemption**

A player who would otherwise be an Import, under the Definitions, is not an Import where one of the following exemptions is established to the satisfaction of the Baseball Canberra General Manager:

- (a) Residency Exemption. The player has resided in Canberra for the full 6-month qualification period prior to the start of the season. The onus is on the players Club to provide written proof, to the satisfaction of the GM, substantiating that the player has resided in Canberra for the qualification period.
- (b) Service Posting. The player has been 'Posted' to reside and work in the ACT and surrounding region by the Defense Forces, Foreign Embassy, or Commonwealth Employer.
- (b) Student Exemption. The player is enrolled as a full-time student at a Canberra education institution but has resided for less than six (6) months. The onus is on the players' Club to provide documentary evidence of current enrolment to the satisfaction of the GM. Acceptable evidence includes but is not limited to;
 - [i] a copy of the players current Student Visa; or
 - [ii] a current Confirmation of Enrolment (CoE) issued by the educational institution.

Where an exemption is granted, the player is NOT an Import for the remainder of the season and does not count to the limit in Rule 8[c] (1). Where the required proof cannot be provided, or does not meet the satisfaction of the GM, the player will be deemed as an Import for the remainder of the season. This decision is non-appealable.

PENALTY:

Any Club which violates the Import and ABL players rule will result in the Club forfeiting the games, in which the player infraction occurred.

[d] **PLAYERS TRANSFERRING BETWEEN CLUBS**

- (1) Between seasons, a registered player may transfer from one Club to another Club with the clearance of their former Club's President.
 - [i] Should such 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 allow 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 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 being 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 player, registered in another State, may NOT participate in any competition game until they have been cleared by that State's controlling body.

PENALTY: Any games in which they participated in will be declared a forfeit of 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 2 days, the player will be permitted to play until Baseball Canberra hears reason for the clearance to be rejected.

PENALTY:

Failure to comply 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.

A runner for the **catcher** is **optional**, in any **time limited** games, 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.

- (3) 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.
- (4) A runner for the **pitcher** is optional in Women's and any Division 2 game. The courtesy runner can be any player in the line- up or on the bench. The courtesy runner must be ready to replace the pitcher, without delay

[f] **PLAYER PARTICIPATION**

- (1) An **8 fresh-starter** rule applies to 1st grade (or highest team) in the Baseball Canberra Division 1 Senior competition.
 - [i] A minimum of **8 players** selected to start in a defensive position in a Clubs 1st grade (or highest team) game must only play in that grade and must not play in any other senior grade or Division on that weekend. **Clarification** – A player may play in a preceding Division 1 game and then DH in the 1st grade Game, but such a player would not be able to start in a defensive position.
 - [ii] All 1st grade (or highest team) starting players (except the starting pitcher) must play a minimum of 3 complete innings.
 - [iii] Where an injury, or unanticipated non-attendance or delay, precludes any 1st grade (or highest team) player from starting in any Saturday 1st grade game, a player that had played in a previous Division 1 game that day may then start in 1st grade 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 24 hrs, advise Baseball Canberra General Manager of the relevant 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 (on the same day) shall be forfeited.

- (iv) If a player[s] is included in a 1st 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 team manager does not comply with Rule 8(f)[iv] above, or 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 (on the same day) shall be forfeited.

- (2) Any player that starts or pitches in a Saturday 1st or 2nd grade game is not permitted to play in Division 2 games on that weekend. (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 12 players in **Division 2** 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 and cannot change batting order.
- [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 and 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.

[g] **PITCHING AND CATCHING RESTRICTIONS**

- (1) Information regarding Junior 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 particular 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 suspended player who then appeals, MAY NOT participate in any game until an appeal committee determines otherwise or the original tribunal penalty has expired. The appeal committee must convene within 5 days of appeal lodgment.
- (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 all **Division 1** games, Clubs must provide sufficient match balls in good condition with minimum of **three (3) new balls** for 1st Grade and minimum **one (1) new ball** for 2nd & 3rd grades,
- (2) For **Division 2** 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 cover
- [iv] Be of the same brand and model
- (3) Adequate replacement balls must be available to replace any lost match balls during a game.
- (4) 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 or wood composite bats are **compulsory** for **all players** in open Divisions 1, 2 and Masters.
- (2) Bats for **Youth Women**, and **Women's** may be wood, wood composite/laminated, aluminum, ceramic or carbon graphite. In accordance with USA Baseball rules.

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 **Division 1** 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.

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.
- (3) Coaches and managers of all Division 1 and Division 2 teams must be attired in playing uniform. Any person incorrectly 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. Common sense to prevail in cold conditions.

[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 helmet 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 under 18 years old 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 whilst 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 sleeve 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 jewelry that could cause injury to or distract an opposing player.
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 prevails).
 - [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. This does not mean that games do not commence if the fence is not fully erected by the start of the game.

- 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.
- [ii] The distance from home plate along the foul lines to the nearest point of the fence should be at least 300 feet and the distance from home plate to the centerfield fence will be at least 360 feet. Baseball Canberra must approve any variation.
 - [iii] In Division 2 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 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 in use 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 9-0 score line will be accredited against that team. The opposing team receives 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 team(s) that forfeit will be responsible for the payment of the umpires' and ground hire fees for that game/round.
- (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 9-0 score line and a loss of 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 series.
- (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 of 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 by midday next Monday to receive eligibility points. Non-notified forfeiting teams will not be awarded eligibility points.
- (6) **Division 2 and Women's**
Teams MAY share players (if a team is short) to equalize the numbers on each team.

[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 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. Every effort will be made by Baseball Canberra for all playoff games to be rescheduled wherever possible, within a 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.

[e] **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 Saturday and Final's games shall be played out as per the Official Baseball Rules. Midweek games (excluding finals) will be '**timed**' games, OR 9 Innings, with no new inning to start at or after 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 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 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 – 1ST GRADE

- (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).

[e] MERCY RULE – ALL OTHER 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 third (3rd) inning (middle of the 3rd inning if the home team is leading),
 - [ii] fifteen (15) or more runs at the completion of the fourth (4th) inning (middle of the 4th inning if the home team is leading); or
 - [iii] ten (10) or more runs at any time after the completion of the fifth (5th)inning (middle of the 5th inning if the home team is leading).

[f] TIMED GAMES

- (1) **2nd grade, 3rd grade, and Division 2** 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, 3rd grade, and Division 2.**
- (3) The actual starting time is that notified to the scorers by the umpire-in-chief.

- (4) Any **2nd grade, 3rd grade, and Division 2** inning in progress at the 2-hour mark shall be completed only where necessary (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 **60 seconds between innings**. 60 seconds starts from the time that the last offensive player has been called out. Pitchers have 60 seconds to take the field and complete warming up. If the pitcher is not on the field within the 60 seconds, the umpire will call play and immediately call "Ball 1", and a further ball will be called every 20 seconds the pitcher is not on the mound. If a hitter is not ready to enter the batter's box after the 60 seconds, a strike will be called immediately and again every 20 seconds until the hitter is ready. Exception: If a change is being made, the 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 shall apply for all **Division 2** games, including final series games (ie. 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 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 Australian 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 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 General Manager 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 General Manager 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 premier.

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 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 Eligibility.**

[d] **CONDUCT OF FINALS SERIES GAMES**

- (1) The plate umpire controlling the game and/or the Baseball Canberra General Manager 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 General Manager. 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 participated in a total of 9 games for that club during Baseball Canberra regular season (in any senior grade)
2nd Grade:	Must have participated in a total of 6 games for that club during Baseball Canberra regular season (in any senior grade)
3rd Grade:	Must have participated in a total of 6 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 4 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(d))

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 grade/or grades in accordance with the 'PLAYER QUALIFICATION' criteria detailed below (including the General Notes).

[a] ALL GRADES:

- (1) Players will be deemed qualified for the grade in which they have played the majority of games throughout the season.

If a player completes the season with equal games across two (2) grades, that player will be deemed to have qualified for the lower of those grades .

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

- (2) Players are only permitted to play in the Senior Competition for ONE club. Before players commence playing for multiple clubs, approval must be granted by the Baseball Canberra General Manager.

Circumstances sought under Rule 15 (a) 3 include where in the best interest of promoting the development of a player in a grade whereby their regular club does not field a team

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] 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 in the Senior Final Series.
- (2) Players can always participate in finals games in a higher grade.
- (3) Where a club has multiple teams nominated in the same senior grade, players will be qualified to participate in the Final Series for the team in which they participated in most games throughout the regular season. If this number is equal for both teams, then the club will nominate only 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.

[c] 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 72 hours prior to the commencement of the Senior Final Series.
 - [i] Injury/illness (refer **RULE 4(d)**)
 - [ii] Players who are registered and have played in the Baseball Canberra competition can be granted club game credits only (against **RULE 14**), by the 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.

BASEBALL CANBERRA PENALTIES - ELIGIBILITY/QUALIFICATION BREACH

The game in which that player participated will be recorded as a forfeit (9-0) in favor of the opposing team.

RULE 16: VISITS TO THE MOUND

- [a] Each team may have 5 visits to the mound per game, by anyone on the team, including coaching staff. 2 visits in the same inning will require the Manager to remove the pitcher from the game. For the application within the ACTBA competitions, that pitcher may assume a fielding position, but may not pitch again in that game.
- [b] Once the limit of 5 visits is reached, each subsequent visit will require the substitution of the pitcher at that time

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 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.
- [d] All match report sheets are to be lodged electronically by the home team **within 24 hours** to; gm@baseballcanberra.com.au
 - (1) Ensure all details on the match report are fully 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 Board.

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 financials. This will allow any Club that amount of time to finalise any outstanding payments. The Board 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** 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 pitching in senior games.

Note: To be eligible to participate in the relevant minimum age category, a player must comply with the relevant ACTBA 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 (under 15)	95 pitches per game
[ii]	Senior League	95 pitches per game

- (3) A player pitching all 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	One (1) day rest from any defensive role An additional three (3), bringing the total to four (4) days rest from pitching.
Major	One (1) day rest from catching Three (3) days rest from pitching
Substantial	One (1) day rest from catching Two (2) days rest from pitching
Moderate	One (1) day rest from catching One (1) day rest from pitching
Short	Zero (0) days rest from pitching 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

- [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, (1) One 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.

A pitcher that exceeds a short assignment in a game cannot play the position of catcher for the remainder of that calendar day.