



TAMWORTH BASEBALL INCORPORATED

Carnival Rules

2026 June Long Weekend

Carnival officials and authority

1. The Carnival Committee will appoint a Carnival Director, Disputes Arbitrator and Umpire-in-Charge prior to the commencement of the Carnival.
2. The Carnival Director has authority over tournament administration, scheduling, weather decisions, player eligibility, team lists, and interpretation of Carnival Rules.
3. The Disputes Arbitrator will determine disputes referred by the Carnival Director. The decisions of the Disputes Arbitrator are final.
4. The Umpire-in-Charge has authority over umpire appointments, on-field umpiring matters and playing-rule protests during a game. The Umpire in Charge will act as the Disputes Arbitrator. In the event that the Umpire in Charge was officiating on a game in question, the Deputy Umpire in Charge will assume the role of Disputes Arbitrator.

Rules Hierarchy

5. These Carnival Rules will govern the Carnival. They should be read in conjunction with the Official Baseball Rules (OBR) 2026. Where these Carnival Rules are silent, the relevant Baseball NSW and Baseball Australia, policies and procedures apply. If there are any inconsistencies between these Carnival Rules and any other rule set, these Carnival Rules shall take precedence and prevail for the conduct of the Carnival except where a Baseball NSW or Baseball Australia safety, child protection, member protection or mandatory pitching restriction applies.
6. Breach of these Carnival Rules may result in a warning, removal from the game, ejection, suspension, loss of points, forfeit, referral to Baseball NSW, or another penalty determined by the Carnival Director or Disputes Arbitrator, having regard to the seriousness of the breach.
7. Rules listed in OBR 2026 that will **NOT** apply to the Carnival Rules.
 - a) Rule 4.03(c) (4) specifies that a position player may only pitch when their team is losing by equal to or more than eight (8) runs, when their team is winning by equal to or more than ten (10) runs in the ninth inning, or in extra innings.
 - b) Rule 2.03 to reflect the new measurements of first, second and third bases.
 - c) Rule 5.02(c) to reflect the new parameters that govern defensive restrictions (ie: defensive shift positioning)
 - d) Pitch Timer or Pitch Clock rules. (<https://www.mlb.com/glossary/rules/pitch-timer>)
 - e) Rule 5.10 (g) reflects the 3-batter minimum rule.
8. Extra Innings OBR rule 7.01(b) will apply for A and B grade finals

Game Preliminaries

9. First named team on the draw is the 'HOME TEAM' and will occupy the 3rd base dugout and field first.
10. All preliminary round and semi-finals game times will be as follows A, B grades 2hrs or 9 innings (whichever occurs first). C, D, E & F division (Grades) 1hr 45mins or 7 innings (whichever occurs first). G, H, I, J, K & L grade 1hr 30 mins or 7 innings (whichever occurs first)
11. Scheduled start time is as per the approved and published draw. Game time commences at the scheduled start time, unless otherwise directed by the Carnival Director or Umpire in Charge. The scheduled completion time is calculated from the scheduled start time, not the actual start time, unless the Carnival Director or Umpire in Charge approves a variation before the game commences.
12. The top of an innings will not commence within 10 minutes of the scheduled completion time. If the top of an innings is completed before completion time, then the bottom shall be played for a result to a maximum time limit of 10 minutes past the scheduled completion time. If no result is achieved after allowing the extra 10 minutes of time after the scheduled completion time, 'time and game' is called, the game is finished and the result reverts to the last completed innings.
13. No preliminary round games will be delayed due to weather, except for the Monday 8am round, which may have a start time delay of up to 30 minutes. If the first time slot is delayed, the final may also be pushed back at the discretion of the Carnival Director.
14. For preliminary round and semi-finals games, three completed innings or sixty minutes of play will constitute a regulation game.
15. If a team fails to take the field within 10 minutes of the scheduled game time, that team shall forfeit the game.
16. Teams are expected to change over between innings within 60 seconds. Catchers should be dressed and ready, and teams should have a player available to warm up the pitcher if the catcher is delayed. Umpires may direct teams to commence play promptly.
17. A courtesy runner for the catcher may be used at any time and is mandatory with two out. The runner must be either a bench player not currently in the batting order, or where no such player is available, the last completed out. The change must occur immediately and must not delay the game.
18. For A & B grades it shall be a regulation game as defined in the OBR if one team leads by ten (15) runs after five (5) innings.
19. No mercy rule will apply in C, D, E, F, G, H, I, J, K & L grade; instead, the 5 Run Rule will apply. Any team can only score a maximum of 5 runs per innings; the scorer will advise the umpire when the batting team has scored 5 runs, and the teams will change from offense to defence. The only exception to this limit is when a batter, during an at-bat, hits the ball out of play and it is ruled either a Ground Rule Double or a Home Run. All runs scored from that play will count towards the inning's total
20. Points will be as follows:

Win, forfeit, or bye	2 points (forfeit scored as 6/0)
Draw or washout	1 point (washout scored 0/0)
Loss	0 points.

Teams, Players and eligibility

21. All nomination fees will be forfeited in the event of a non-appearance of a team included in the official draw.
22. All teams must submit PLAYER Lists with contact details to the Tamworth Association before the commencement of the Carnival. This rule's purpose is to stop players' migration between teams. Penalty: - forfeiture of the game in which the infringement occurs, resulting in the game & competition points being awarded to the opposing team. Team lists will be checked before the commencement of the finals.
23. The designated hitter rule will apply in grades A-F only.
24. In grades G–L, teams may use an extended batting order of up to 12 players. All players listed in the batting order must bat in that order for the duration of the game unless injured or substituted. Only nine players may occupy defensive positions at any time. Players listed in the batting order may interchange defensively at the completion of an innings without being treated as substitutes. Players not included in the batting order are substitutes and may enter the game in accordance with OBR substitution rules. A player removed from the batting order by substitution may not re-enter the game. For example:
 - a team with 12 players all 12 players must bat in the batting order
 - a team with 11 players must have 11 players bat in the batting order
 - a team with 15 players will have 12 players bat, with 3 substitutes available to be enter the game through substitution. (A player being substituted out cannot re-enter the game).

Equipment and ground rules

25. All balls used in the carnival will be issued by Tamworth Baseball Association. (To be issued at canteen/club house Saturday morning).
26. Each team will supply one new ball for each game played. Each team will be required to use balls supplied by Tamworth Baseball Association.
27. All batters, base runners, and batboys must always wear batting helmets. This should be the 2-eared flap variety.
28. Any person warming up a pitcher, whether on the field or in the bullpen, must wear a helmet and face mask.
29. Adult base coaches must wear an approved skull cap or helmet in grades A-E, lower grades are encouraged to wear them. Junior base coaches must wear a double-eared batting helmet
30. It is mandatory that only wooden/ wooden composite (-3 RATIO BBCOR) bats are to be used in A to E grades. Exception: Women and U/16's as per BA/BNSW criteria for using Alloy bats. Alloy bats must adhere to USABats -5 RATIO (length/weight ratio). Bat use as per BA/BNSW Rules.
31. A fly ball hitting the marked boundary line or a witch's hat, cone or boundary marker on the full is deemed a home run.

Scorers, Umpires and notification of results

32. Each team will supply a scorer, line-up cards & scorebook.

33. Each team scorer must record pitch counts for both teams. Pitch counts must be confirmed between scorers at the end of each half inning and at the end of the game. This is to be added to the results sheet and submitted on the scorers' Stack App chat.
34. Results are to be messaged in the Stack app group by the HOME team within 15 minutes of a completed match. The message should state the match, field, and result. Additionally, manual scorecards are to be placed in the score box near the main canteen.
35. Each team shall supply an Association Accredited umpire for A, B and C grades. A, B and C Grades will have umpires appointed to games by the Umpire in Charge.
36. For all other grades (Grades D to L) the home team shall provide the Plate umpire and the Away team shall provide the Base umpire for each scheduled game.

Finals

37. The A Grade Semi Finals will be determined by rankings. The 1st ranked team will play the 4th ranked team. The 2nd ranked team will play the 3rd ranked team. The winner of each Semi Final will progress to the Final.
38. For all finals from B grade to L grade, the two highest ranked teams by points in each grade after the preliminary round games shall contest the final.
39. The highest ranked team shall be the HOME TEAM and occupy the third base dugout.
40. In the event of teams finishing on equal points, the following criteria will be utilised:
 - a) head-to-head result between the tied teams;
 - b) fewest runs conceded per defensive innings played;
 - c) highest ratio of runs scored divided by total runs scored and conceded;
 - d) coin toss conducted by the Carnival Director, if still tied.
41. The A Grade Final will be a 9 innings game (no time limit).
42. The B Grade Final will be a 7 innings game (no time limit).
43. The C, D & E Grade Final will be 7 innings or 2 hrs (whichever occurs first)
44. The F, G, H, I, J, K & L Grade Finals will be 2 hours in duration or 7 innings, whichever comes first: 5 run rule applies.
45. If the final is washed out, the team finishing 1st in the preliminary rounds will be declared the winner.
46. If the A Grade Semi Finals are washed out and cannot be rescheduled, the highest ranked team will progress to the final.
47. Both A and B grade finals will be played in the required innings; if there is no result, a further two innings will be played for a result with OBR extra innings rule applied. If there is still no result at the completion of two extra innings joint winners will be declared.
48. For all finals from C grade to L grade, the top of an innings will not commence within 10 minutes of the scheduled completion time. If an innings is commenced before the 10-minute cut off time frame it shall be completed. For finals there is no hard stop to the end of an inning once it has commenced. If there is a tied game and still no result within the scheduled completion time frame, a further one innings will be played for a result with OBR extra innings rule applied. If there is still no result at the completion of one extra innings joint winners will be declared.

49. For A grade finals, five completed innings (4 ½ innings where the team leading is batting last) or sixty minutes of play will constitute a regulation game only where the game is abandoned due to weather, light, ground condition or safety issue. If a final cannot become a regulation game, the higher-ranked team after the preliminary rounds will be declared the winner.
50. For B grade finals, four completed innings (3 ½ innings where the team leading is batting last) or sixty minutes of play will constitute a regulation game only where the game is abandoned due to weather, light, ground condition or safety issue. If a final cannot become a regulation game, the higher-ranked team after the preliminary rounds will be declared the winner.
51. For finals from C grade to L grade, three completed innings (2 ½ innings where the team leading is batting last) or sixty minutes of play will constitute a regulation game only where the game is abandoned due to weather, light, ground condition or safety issue. If a final cannot become a regulation game, the higher-ranked team after the preliminary rounds will be declared the winner.

Pitching Restrictions

52. The pitching and catching restrictions and requirements for each age division (based on player age) are as set out in the Matrix in **Appendix 1**. The Carnival is an BA/BNSW-sanctioned event; coaches must adhere to BA/BNSW pitch and catching counts (restrictions) to protect the developing junior players. All coaches must always act to ensure the safety & well-being of all junior and adult players in their team
53. Where a Balk is called, and where the pitch is delivered, will be counted toward total pitch count.
54. If the Umpire declares a 'No Pitch' it **WILL NOT** be counted towards the total pitch count.
55. If any junior pitcher throws more than 76 pitches in a game, they cannot pitch again on that calendar day.
56. The Carnival has pitching restrictions for the daily and total number of pitches allowed by any pitcher refer to Appendix 1 for pitch count restrictions.
57. A pitcher who reaches a threshold whilst facing a batter may continue to pitch until- the batter is retired; the batter reaches first base or an out ends that half inning or the game. The Pitcher only needs to observe the rest period for the assignment relevant to the pitch count when the batter first appeared at the plate provided that pitcher is removed, or the game is completed before delivering a pitch to another batter. Those additional pitches however will count towards the tournament total.
58. The following additional rules for Pitching & Catching restrictions apply for U16 AND U18 Players:
 - a) U16 and U18 Players cannot pitch a minor assignment or greater and then catch the same day. However, a U16 or U18 Player is allowed to catch 3 innings or less and then pitch in that game or other games the same day, provided they do not exceed the other relevant restrictions in the Matrix.
 - b) If a U16 or U18 pitcher throws maximum assignment requires one (1) days rest from all defensive positions then three (3) days rest from pitching. 4 days total.
 - c) For U16 or U18 pitchers, if two (2) short assignments occur on the same day or consecutive days then one (1) day rest must be taken from pitching and catching. A player CAN NOT appear as a pitcher in 3 consecutive outings regardless of pitch counts.

- d) A U16 or U18 pitcher that exceeds a 'short' assignment is unable to catch for the remainder of that calendar day.
- e) Any U16 or U18 player in the position of catcher for four (4) or more innings is not eligible to pitch on that calendar day.
- f) A pitcher that reaches a Moderate threshold is permitted to go to either First Base or Second Base only.
- g) A pitcher who reaches a Substantial threshold or above must be removed from the game.
- h) A pitcher who reaches the maximum number of pitches for a Major, Daily or the Tournament maximum as provided in the Matrix must come off the field at that point and cannot finish the current batter.
- i) A replacement pitcher cannot come from the field. They must come from the bench.
- j) A replacement pitcher can come off the field to warm up. They must then wait at least 1 batter before coming on to pitch. They must come on to pitch either in that same inning or the start of the next inning at the latest otherwise they cannot re-enter the game. To facilitate this a 'ghost' player may be used to fill the position of the incoming pitcher. This is NOT a recordable substitution unless the 'ghost' player remains in the game after the new pitcher has taken the mound. A 'ghost' player may enter the game in a new defensive inning, but the incoming pitcher must take the mound within ten (10) pitches. The plate umpire and scorers must be informed of the ghost player being used so that it is not assumed that it is not an unannounced substitution.

Conduct and Discipline

- 59. All players, coaches, managers, scorers, umpires and spectators are subject to Baseball NSW and Baseball Australia codes of conduct and member protection policies.
- 60. Abuse of umpires, officials, players or spectators, fighting, threatening behaviour, wilful damage, offensive language, reckless or deliberate contact, or conduct that brings the Carnival or baseball into disrepute may result in ejection, suspension from further Carnival participation, referral to Baseball NSW, or any other penalty determined by the Carnival Director or Disputes Arbitrator.
- 61. Any person ejected from a game is automatically stood down from further participation until the Carnival Director or Disputes Arbitrator has reviewed the incident and determined whether any further penalty applies.

Protest and Disputes

- 62. Judgement decisions by umpires are not subject to protest.
- 63. A protest concerning an interpretation or application of a playing rule must be made by the team manager to the plate umpire at the time of the disputed decision and before the next pitch, play or attempted play.
- 64. If the matter cannot be resolved on field the game shall be continued under protest, the plate umpire must refer the protest to the Umpire-in-Charge and Carnival Director as soon as practical. The team manager must confirm the protest to either the Umpire-in-Charge and Carnival Director within 30 minutes of the completion of the game.
- 65. Failure to observe the correct procedure shall render the protest invalid.

66. The Disputes Arbitrator shall be the authority as to whether a protest is to be upheld and any subsequent decision. They may call upon any person to assist them in any way they consider appropriate.

67. The Disputes Arbitrator will make the necessary rulings where penalties are not stipulated for rule infringements. The decision of the Disputes Arbitrator is final.

Appendix 1 – Pitching and Catching Matrix

Assignment	Under 16	Under 18	Under 22	Pitching days rest	Catching days rest	Seniors
Short	1-30	1-30	1-30	0	0	N/A
Minor	31-45	31-45	31-45	1	1	N/A
Moderate	46-60	46-60	46-60	2	1	N/A
Substantial	61-75	61-75	61-80	3	1	N/A
Major	76+	76+	81+	4	1	81+
Daily/Outing Max	95	105	120			120
Tournament Max	140	140	200			200
Catch Max per day	2 games/day	2 games/day	2 games/day			N/A
Catch max per tournament	60% of games	60% of games	N/A			N/A

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