

TAMWORTH BASEBALL INCORPORATED

BY-LAWS June Carnival

Not Approved 8 February 2020

RELEVANT DOCUMENTS

Tamworth Baseball Inc. Constitution
TBI By-Laws Tamworth Senior Baseball
TBI By-Laws Local Competition Regulations
TBI By-Laws Judiciary
TBI Code of Conduct

1 CARNIVAL

- 1.1 The Tamworth June Long Weekend Invitational Carnival (the 'June Carnival') shall be played over the June long weekend.
- 1.2 The Tamworth June Invitational Carnival Committee (the 'Committee') has all authority in the management of the June carnival

2 EQUIPMENT

- 2.1 All equipment shall conformed to the specifications as published by the Rules of Baseball or as determined by the Australian Baseball Federation or Baseball NSW.
- 2.2 The Committee may impose any equipment specifications that it deems appropriate for the proper conduct of the carnival.
- 2.3 Every player in the June carnival must use wooden or composite bats with the exception of:
 - 2.3.1 female players who may choose to use an aluminium bat with a specification of BBCOR -5.
 - 2.3.2 Under 16 players who may use aluminium bats with a specification of BBCOR -5.
- 2.4 All teams shall be required to use double eared batting helmets, and all players shall wear them whilst batting and base running.
- 2.5 Batboys and batgirls shall wear double eared helmets at all times during a game.
- 2.6 All players warming up the pitcher in a crouch position must wear a protective face mask, whether the pitcher is on the mound or in a warm up area.
- 2.7 The umpires officiating at the game shall be responsible for implementation of this By-Law.

3 BASEBALL GAMES

3.1 Duration of a Game

3.1.1 duration of games shall be 105 minutes in every grade

3.1.2 duration of games in the finals shall be:

- 9 innings for A Grade with no time limit
- 7 innings for B Grade with no time limit
- 7 innings for all other grades with 2 hour time limit

3.2 Minimum Length of Game

3.2.1 the minimum length of a game will be one hour from the official starting time or three (3) innings for a result to be recorded.

3.2.2 games, that are called before this minimum length of game is achieved, will be recorded as a Washout with a point awarded to each team.

3.3 Starting Time of a Game

3.3.1 starting times for all competition games and finals will be determined by the Committee

3.4 Scheduled Finishing Time of a Game

3.4.1 a game shall finish at the scheduled finishing time being 105 minutes from the published starting time:

- there will be no extension of the finishing time due to the game not starting on time for any reason

3.4.2 a new innings will not commence within ten (10) minutes of the scheduled finishing time.

3.4.3 a new innings will be deemed to have commenced when the third out to complete the previous innings has been made.

3.4.4 a new innings so started must be played out for a result even if play must proceed past the scheduled finishing time, to a maximum extension of ten (10) minutes.

- if a result is not achieved after this extended time, then the result reverts back to the last completed innings

3.4.5 a new innings will not be played if the home team is more than ten (10) runs behind irrespective of number of innings played.

3.4.6 umpire in chief may call "Time and Game" due to adverse light or weather before the end of this innings

- in such circumstances the game result will revert back to the last completed innings.

3.5 **Home and Away Teams**

- 3.5.1 home team is the team mentioned first in the official draw and:
- occupies the third base dugout
 - fields first

3.6 **Required Player Numbers for a Team**

- 3.6.1 a team must have seven (7) players available to take the field in order to start a game,
- 3.6.2 there will be automatic outs in all grades if there are missing players (that is when there are only 7 or 8 players on the line-up)

3.7 **Forfeits**

- 3.7.1 forfeit shall be declared if a team cannot take the field with the required number of players within 10 minutes of the official starting time.
- the forfeiting team shall not be awarded any competition points
- 3.7.2 if both teams have insufficient numbers to take the field, then the game shall be declared as a Non-Result and no points shall be awarded to either team

3.8 **Carnival Points**

- 3.8.1 The following points shall be awarded according to the duly signed line up sheets:
- Win 2 points
 - Forfeit 2 points with recorded score of 9-0
 - Draw 1 point
 - Washout 1 point with recorded score of 0-0
 - No Result 0 point
 - Lost 0 point

3.9 **Line-Up Sheets**

3.9.1 Line-Up sheets shall be provided by each team.

3.9.2 the Line-Up Sheet are to be completed in a legible manner and shall include:

- the teams playing
- date, time and ground of the game
- the starting players listed by SURNAME and Christian name
- the fielding position of each starting player
- reserves do not need to be listed if they are registered players of the team
- reserve players that have played in that game are to be recorded on the line-up sheet in correct batting order and fielding position

3.10 **Umpire Allocation**

3.10.1 two umpires, if available, will be allocated by the Umpires Committee to each game played in the June carnival,

3.10.2 there will be a designated umpire in chief who should officiate from behind the plate

3.10.3 a third umpire, if available, is recommended for all finals

3.10.4 in the circumstance of only one appointed umpire being available then:

- the appointed umpire shall normally officiate behind the plate
- the Home team will be required to provide an person to officiate in the field if requested by the umpire

3.10.5 in the event that no umpires are available then:

- the Home team shall provide a person to be the umpire in chief
- the Away team will provide a field umpire

4 **MERCY RULE**

4.1 The mercy rule shall be applied in a game when:

4.1.1 in A and B Grade a team leading by more than ten (10) runs after 5 complete innings shall be declared the winner

4.1.2 in other Grades the five (5) run rule shall apply:

- the innings will be declared closed when the fifth run is scored, except when
- a ground rule home run or double is hit, in which case all runs shall be counted when the batter is awarded the appropriate number of bases e.g. ground rule double with bases loaded: batter is awarded second base, runners on 3rd and 2nd score even if they are the 5th and 6th runs respectively

5 GROUND RULE

- 5.1 the following rules will apply on grounds that are not enclosed
 - 5.1.1 a fly ball hitting the marked boundary line or a marker on the full shall be declared a home run
 - 5.1.2 a ground ball passing over the marked boundary line or hitting a marker shall be declared a two base hit
 - 5.1.3 it is the responsibility of the umpires to adjudicate on such occurrences

6 GAME RESULTS

- 6.1 Line-Up Sheets from both teams are official record of the game, and at the conclusion of the game, shall:
 - 6.1.1 have the final score recorded with a clear indication of the winning team
 - 6.1.2 have any protest, injury or incident noted
 - 6.1.3 signed by the umpire in chief and scorers
- 6.2 Line-Up Sheets will be placed in the Registrar's box located at the Tamworth complex within 60 minutes from the end of the game.

7 FINALS

- 7.1 Team positions for the finals will be determined on:
 - 7.1.1 points, if tied then on
 - 7.1.2 head to head between the teams, if tied then on
 - 7.1.3 run percentage of 'Total Runs For' over "Total Runs Against" calculated to two decimal points, if tied then on
 - 7.1.4 highest 'Total Runs For', if tied then on
 - 7.1.5 lowest 'Total Runs Against', if tied then on
 - 7.1.6 a single "coin toss" conducted by the Carnival Convenor, with a delegate from each of the clubs involved shall determine the relative positions
- 7.2 All finals shall be on a single game basis
- 7.3 The Committee will provide game balls for each final
- 7.4 The home team for each final will be the team with the higher finishing position
- 7.5 Game condition for the Semi Finals
 - 7.5.1 for each grade the semi-finals shall be 1 vs 4 and 2 vs 3, with the winner of each game progressing to the final
 - 7.5.2 semi-finals will be 105 minutes in duration and be played under By-Law 3
 - 7.5.3 in the event that the semi-final game is 'washed out' or unable to be played for any reason then the team with the higher position shall progress through to the final
- 7.6 Game condition for the Finals

- 7.6.1 all Finals, except for A Grade, shall be limited to 2 hours duration with extra innings being played for a result
- 7.6.2 A Grade shall be nine (9) innings with extra innings being played for a result
- 7.7 When a Final is unable to be played through weather or other factors, then the team with the higher finishing position shall be declared the winner of the Carnival

8 FINALS WASHOUTS AND TIED GAMES

8.1 In the event of an **A Grade final**:

- 8.1.1 A Grade semi-final or final being a washout or is unable to be played for any reason, then the team having the highest position shall progress through to the next final.
- 8.1.2 A Grade semi-final or final being tied at the completion of 9 innings, extra innings shall be played until a result is achieved, unless time is called due to light or other reason, then the team having the highest position shall progress through to the next final
- 8.1.3 A Grade grand final being tied at the completion of 9 innings, extra innings shall be played until a result is achieved, unless time is called due to light or other reason, then the Grand Final will be replay on the rescheduled date.
- 8.1.4 A Grade grand final being a washout or is unable to be played for any reason, then the Grand Final will be replay on the rescheduled date.
- 8.1.5 A Grade rescheduled grand final being a washout or is unable to be played for any reason, then the team having the highest position in the competition will be declared Premiers.
- 8.1.6 A Grade rescheduled grand final is tied at the conclusion of that game, then Joint premiers will be declared

8.2 In the event of a **Lower Grade final**:

- 8.2.1 lower Grade semi-final or final being a washout or is unable to be played for any reason, then the team having the highest position shall progress through to the next final.
- 8.2.2 lower Grade semi-final or final being tied at the completion of 7 innings or at the scheduled finishing time, then the team having the highest position shall progress through to the next final
- 8.2.3 lower Grade grand final being a washout or is unable to be played for any reason, then the Grand Final will be replay on the rescheduled date.
- 8.2.4 lower Grade rescheduled grand final being a washout or is unable to be played for any reason, then the team having the highest position in the competition will be declared Premiers.
- 8.2.5 lower Grade grand final being tied at the completion of 7 innings or at the scheduled finishing time, extra innings shall be played until a result is achieved,

9 BLOOD BIN

9.1 Players who are injured and who require treatment to stem the flow of any body fluids or to cover an open wound may leave the game for treatment without penalty:

9.1.1 if on base, a courtesy runner may be used

9.1.2 if in the field a courtesy fielder may be used

9.1.3 if at bat, the player may obtain treatment, and

9.1.4 if unable to be treated within two minutes, a courtesy batter may be used with the count continuing from the injured batter

9.2 A courtesy player shall be:

9.2.1 a fresh reserve, or

9.2.2 if no reserves are available, a person who has been replaced in the game

9.3 No ejected player may be used as a courtesy player

9.4 An injured player should return to the game at his earliest convenience in the spirit of the game in the same batting position in the line-up

9.5 When the injured player returns to the game according to this By-Law then the courtesy player shall keep their status as either a fresh reserve or a replaced player

9.6 Players who after treatment are unable to return into the game within the completion of two (2) innings (with the innings in which the injury occurs being the first innings) shall be replaced

9.7 Soiled clothing must shall be replaced or washed clean of blood or any other body fluid before the player can return to the game

9.8 Umpire in chief shall note the incident including the game situation when the player has left the game for treatment and their return or substitution. Details of the injury should also be noted

10 CONCUSSION

- 10.1 Players who have been struck in the head or helmet shall be carefully observed for any signs of concussion or impaired function.
- 10.2 A player who has blurred vision, blurred speech or is unsteady in his movements will be substituted out of the game.
- 10.3 A concussed player shall be replaced by a courtesy player as per By-Laws 8
- 10.4 If a concussed player cannot be substituted by a reserve then there will be no automatic out for that player.
- 10.5 Umpire in chief will be the sole judge of the fitness of a player.

11 PITCHING AND CATCHING RESTRICTIONS

- 11.1 Pitching and catching restrictions shall apply to the June tournament.
- 11.2 Senior Players
 - 12.2.1 There are no restrictions on senior players regarding pitching or catching.
- 11.3 Under 18 Players
 - 11.3.1 Players under 18 years shall be limited to 75 pitches per game
 - 11.3.2 Players under 18 years shall be limited to 150 pitches per weekend
 - 11.3.3 Players under 18 years shall be limited to three assignments in the tournament
 - 11.3.4 Players under 18 years cannot pitch in more than one game per day.
 - 11.3.5 Players under 18 years cannot pitch and catch on the same day.
 - 11.3.6 A pitcher may complete the batter they are pitching to when the mandated number of pitches is reached.
- 11.4 Under 16 Players
 - 11.4.1 Players under 16 years shall be limited to 60 pitches per game
 - 11.4.2 Players under 16 years shall be limited to 120 pitches per weekend
Players under 16 years shall be limited to three assignments in the tournament
 - 11.4.3 Players under 16 years cannot pitch and catch on the same day.
 - 11.4.4 A pitcher may complete the batter they are pitching to when the mandated number of pitches is reached
- 11.5 These regulations are to be applied based on the age of the player as at 30 September of the current year.
- 11.6 The scorers of the game shall keep a record of the number of pitches by each player
- 11.7 The umpire in chief shall be notified when the pitch count reaches 10 pitches below the player's limit, who shall inform the team coach accordingly.
- 11.8 A pitcher entering a game to replace a pitcher, who has been injured or ejected, shall be permitted a maximum of eight (8) warm-up pitches.

- 11.9 Breaches of the pitching limits and restrictions may be referred to the Judiciary and may incur loss of game, suspension of team officials or disqualification of the team from the carnival.

12 DESIGNATED PLAYERS

- 12.1 Designated batter may be used in any grade.
- 12.2 A catcher must participate offensively until there are two (2) outs
 - 12.2.1 if on base, he must be replaced by a designated runner immediately the second out is achieved.
 - 12.2.2 if at bat, he must be replaced once the play by which he gets on base is complete.
 - 12.2.3 failure to replace the catcher once this situation is brought to the offensive team's notice by an umpire will result in the player being called "out"
 - 12.2.4 the designated runner should be a reserve player on the bench or failing to have any reserves, an existing player who will not bat for the next 4 batting positions.
- 12.3 The umpire in chief has the responsibility to insure that each innings commences and then proceeds without undue delay.

13 PROTESTS AND APPEALS

- 13.1 Protest on a Point of Law
 - 13.1.1 in the event of an umpire seemingly giving an erroneous decision on a Rule of Baseball or these By-Laws then the team so disadvantaged shall have the right to protest
 - 13.1.2 the intention to protest must be indicated to the umpire in chief at the time of the disputed decision and before the next pitch
 - 13.1.3 the umpire in chief shall cause an annotation in the scorebooks of the time and game situation at which an intention to protest is given
 - 13.1.4 confirmation of the protest shall be made to the umpire in chief within 15 minutes of the conclusion of the game and will be annotated and signed on the line-up cards by the umpire in chief.
 - 13.1.5 Notice of Protest form must be submitted explaining the circumstances of the protest including the relevant Rules or By-Laws to the Committee by the protesting team no later than sixty (60) minutes after the completion of the game.
 - 13.1.6 failure to do so will result in no further action on the protest.
 - 13.1.7 the Committee will consider the protest on a point of law or these By-Laws and their decision will be final and binding.

14 GROUNDS UNPLAYABLE

- 14.1 Circumstances that may make a field unplayable, such as rain, flood, vandalism or any other event, will be assessed by the Committee.
- 14.2 If a field is declared unplayable the game may be transferred to other fields.
- 14.3 If a field is declared unplayable and is not transferred to another field, then:
 - 14.3.1 the game on that field will be recorded as a washout, and
 - 14.3.2 each team will be awarded one competition point
- 14.4 The umpire in chief will be the sole adjudicator of the playing condition of an available field from 5 minutes before the official starting time to its scheduled finishing time.
- 14.5 If a field becomes unplayable as adjudicated by the umpire in chief during the course of a game then game duration criteria will apply to determine the status of the game.
- 14.6 Any subsequent game scheduled after a prior game has been declared unplayable shall be assessed by the Committee.

CARNIVAL MANAGEMENT

15 SATURDAY MORNING MEETING

- 15.1 Team Managers, coaches and umpires are required to attend the Carnival meeting held under the canteen at 7.15 am on Saturday.
- 15.2 The Committee shall provide all baseballs to be used in the Carnival at this meeting.
- 15.3 The Carnival Convenor is the person responsible for the running of the Carnival and is the person of contact for all matters including disputes. All decision made by the Convenor will be final and binding.

16 TEAM RESPONSIBILITIES

- 16.1 Each invited team shall nominate for a grade with a team list provided to the Committee by 5 pm on the Thursday before the Carnival.
- 16.2 Each team shall supply a scorer and scorebook, line-up sheets and an umpire.
- 16.3 The Committee reserves the right to allocate a team to a different grade than nominated.
- 16.4 The Committee reserves the right to refuse the inclusion of any player in any given grade. This is to ensure that higher ability players are involved in an appropriate grade.

- 16.5 All nomination fees will be forfeited when a team does not withdraw from the Carnival by 5 pm on the Friday eight (8) days before the Carnival, or is a non-appearance at the Carnival.
- 16.6 A team may lose their invitation to attend the Carnival in subsequent years if they fail to appear.
- 16.7 Breaches of this By-Law may result in loss of points, disqualification from the Carnival or other action as determined by the Committee.