



**BASEBALL**  
QUEENSLAND

**Greater Brisbane Leagues  
Bylaws, Rules & Playing Conditions**



**Baseball Queensland Inc**

[www.baseballqld.com.au](http://www.baseballqld.com.au)

VERSION: 1.0 (OCTOBER 2016)

## **FOREWORD**

*This document represents a major review of the bylaws, rules and playing conditions applicable to the Greater Brisbane Leagues competitions.*

*The purpose of this review has been to provide a comprehensive set of bylaws, rules and playing conditions that are more consistent and provide a framework for fairer and more equitable competitions across all levels of baseball played within the GBL structure.*

*It has also provided an opportunity to combine information contained within various documents into one document that covers all aspects relevant to the operation and management of the game within the GBL.*

*We also took the opportunity to reformat the document to provide easier access and understanding of rules relevant to the various Leagues and competitions within the GBL.*

*We have sought advice from our GBL Competitions Sub-committee along with representatives from all of the clubs involved in the GBL. Thank you all for your involvement and input into this review.*

*It is our intention that this document should be reviewed annually to ensure it provides the most comprehensive and relevant bylaws, rules and playing competitions as our game evolves.*

**Rodney Gaunt** – Chairman, GBL Competitions Committee

**Colin Dick** – CEO, Baseball Queensland Inc

**Robert Wesener** – Commissioner, Baseball Queensland Inc

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# GENERAL ADMINISTRATION

## 1 GENERAL ADMINISTRATION

### 1.1 PREAMBLE

- 1.1.1 All clubs agree to abide by these Bylaws, Rules and Playing Conditions, Baseball Queensland Policies and the Official Baseball Rules.
- 1.1.2 Baseball Queensland (BQ) shall administer all summer league baseball in the Greater Brisbane area, for Under 12, Under U14, Under 16, Under 20 competitions and senior baseball competitions. This shall be known as the Greater Brisbane Leagues (GBL) and is inclusive of clubs outside the designated area, wishing to affiliate with the Greater Brisbane Leagues. This comprises an area bounded by Noosa (North), Toowoomba (West) and Gold Coast (South). BQ Regions are permitted to run "in-house" competitions for teams that do not enter the GBL competitions.

### 1.2 COMMUNICATION

- 1.2.1 All communications to Baseball Queensland regarding or required by this document are to be forwarded to the following persons and address etc shown in the following table:

Communication method	Address etc
<b>Address:</b>	Baseball Queensland Inc Office 1.11, Sportshouse 150 Caxton Street MILTON QLD 4064
<b>Mail:</b>	The Chief Executive Officer Baseball Queensland Inc Office 1.11, Sportshouse 150 Caxton Street MILTON QLD 4064
<b>Phone:</b>	07 3876 2222
<b>Facsimile:</b>	07 3876 2122
<b>Email:</b>	admin@baseballqld.asn.qld.au

- 1.2.2 BQ shall deem any notification forwarded by facsimile or email to have been received by the addressee:
- On the date of transmission (if sent by 5.00 pm AEST) or
  - The following business day (if sent after 5.00 pm AEST).
- 1.2.3 All payments to Baseball Queensland Inc can either be paid by cheque payable to Baseball Queensland Inc sent to the address above or deposited electronically into the Association's account. Details of this account are:

<b>Account name:</b>	Baseball Queensland Inc
<b>BSB:</b>	014 245
<b>Account number:</b>	370608195

# GENERAL ADMINISTRATION

## 1.3 INTERPRETATIONS

In these Bylaws, Rules and Playing Conditions, unless contrary intention appears:

- a) "ABL" means the Australian Baseball League;
- b) "Association" means Baseball Queensland Incorporated;
- c) "BQ" means Baseball Queensland Incorporated;
- d) "Club" means an incorporated club affiliated in accordance with these Bylaws;
- e) "Competition Administrator" means the person or committee, appointed by the Association, responsible for the management of the GBL Competition via the interpretation and implementation of these Bylaws, Rules and Playing Conditions;
- f) "Finals Series" means games played to determine the winner of the season;
- g) "GBL" means Greater Brisbane Leagues;
- h) "GBL Committee" means the Committee appointed by the Association responsible for the development of these Bylaws, Rules and Playing Conditions;
- i) "League" means a competition comprising regular season games and finals between baseball clubs that are members of the Association;
- j) "QBUA" means Queensland Baseball Umpires Association Incorporated;
- k) "Regular Season" means games played to determine if a team qualifies for the Finals Series;
- l) "Rule of Baseball" shall mean a reference to the "Official Baseball Rules"
- m) The terms "Bylaws", "Rules" and "Playing Conditions" are interchangeable and any reference to one term includes reference to all other terms.
- n) Terms and rules not defined within this document shall take the meaning as defined in the Official Baseball Rules.

## 1.4 AFFILIATION

- 1.4.1 Clubs wishing to re-affiliate for the coming season, must complete Form N: Club Information Form and provide a covering letter requesting inclusion into the various leagues of each team they intend to field, on official club letterhead, signed by the club President. Clubs must forward or fax the Form N and the covering letter to BQ in accordance with the Calendar of Events.
- 1.4.2 Applications from clubs affiliating for the first time must include:
  - a) A covering letter signed by the club President or nominated head of the proposed organisation;
  - b) A budget projection for the club;
  - c) A certified copy of the Certificate of Incorporation;
  - d) A submission for approval of the club's uniform colours, design and sponsorship logos;
  - e) A three (3) year Operation Plan.
- 1.4.3 Before clubs can present players in any approved competition, they must obtain approval of the club's uniform colours and design. Applications from clubs renewing their affiliation must include the club uniforms if they propose to change their authorised uniform colours, design or sponsorship logos. Clubs must also submit this if they wish to change their uniform or introduce new logos during the season. All club sponsor logos should be restricted to the left sleeve of undershirts and/or playing tops.
- 1.4.4 All grounds shall be evaluated on the basis of the BQ Grounds Evaluation Form.
- 1.4.5 BQ shall review all affiliations, which shall be valid for the ensuing twelve (12) months.
- 1.4.6 BQ may accept or reject any application for affiliation. BQ may use its discretion to impose certain conditions in respect of a club's application. These conditions may include the rejection of any club officer or member.



# GENERAL ADMINISTRATION

1.4.7 BQ may use its discretion to cancel or suspend the affiliation of any club at any time.

## 1.5 FINANCIAL REQUIREMENTS

1.5.1 All clubs are to pay invoices within thirty (30) days of receipt of invoice, or they shall be deemed unfinancial.

1.5.2 Any Club deemed unfinancial by BQ shall not continue to play in the competitions. Games scheduled during the unfinancial period shall be deemed to be a win for the opposing team.

1.5.3 Any club deemed unfinancial shall not receive trophies or awards until the club becomes financial.

## 1.6 CALENDAR OF EVENTS – ADMINISTRATION

1.6.1 The following Calendar of Events nominates the key requirements for the administration of the League competitions. Timely completion and/or submission of these requirements by Clubs shall allow BQ administration to develop and communicate specific details regarding the upcoming season in sufficient time for Clubs to recruit, register and nominate players and teams for the season.

Requirement	Date Required
Club Information Form (Form N)	30 <sup>th</sup> June
Affiliation letter	30 <sup>th</sup> June
Costs of ground lights for night games (if applicable)	30 <sup>th</sup> June
Availability of grounds	31 <sup>st</sup> August
Ground evaluation	31 <sup>st</sup> August
Ground light audits (if applicable)	31 <sup>st</sup> August
Existence of a curfew for night games (if applicable)	31 <sup>st</sup> August
Major League Criteria	31 <sup>st</sup> August
All player registrations	15 <sup>th</sup> September
Senior team nominations	15 <sup>th</sup> September
Junior team nominations	15 <sup>th</sup> September
Senior season commences	First weekend in October
Junior season commences	First weekend in October

## 1.7 DISPUTES (DISAGREEMENT WITH COMPETITION ADMINISTRATION)

1.7.1 Any club or player may dispute anything relating to the administration of the competitions by forwarding a written request to BQ.

1.7.2 BQ shall nominate a Disputes Committee to hear any dispute. The Disputes Committee shall be appointed by BQ.

1.7.3 The Committee shall decide the outcome of a dispute either by considering written submissions alone, or by interviewing parties to the dispute. At any such interview, parties shall have time to present their case.

1.7.4 The decision of the Disputes Committee shall not be subject to further appeal.

# GENERAL ADMINISTRATION

## 1.8 PROTESTS (DISAGREEMENT WITH TECHNICAL GAME RULES)

- 1.8.1 During a game, any team head coach may protest a ruling associated with a game on the grounds that the ruling is contrary to the rules of baseball and these bylaws. At no time can a judgement decision be protested.
- 1.8.2 At the time of a protest, the protesting head coach must advise the Umpire-in-Chief of the nature of the protest and:
- The Umpire-in-Chief must inform the scorers that the game is being played under protest;
  - The Umpire-in-Chief must inform the head coach of the opposing team of the nature of the protest;
  - Scorers must record the time of the protest and the details of the protest on the game card and in the appropriate section of the scorebooks.
- 1.8.3 After the game, scorers must advise BQ of the protest when advising the game result.
- 1.8.4 After the game, the protesting club must fax or email the protest to BQ no later than 5pm on the next business day.
- 1.8.5 BQ shall then take appropriate action to resolve the protest as soon as practicable. If the above protest format is not followed then the protest shall be dismissed.
- 1.8.6 No protest pertaining to technical game rules can be made after the game has been completed. All protests must be made at the time the play occurs and before the next pitch, play or attempted play.

## 1.9 BREACHES OF BYLAWS, RULES AND PLAYING CONDITIONS

- 1.9.1 BQ shall forward at its discretion to the relevant club secretary, an invoice, or notification of penalty for each breach incurred.
- 1.9.2 The notification shall detail all breaches applicable.
- 1.9.3 Penalties for breaches of bylaws, rules and playing conditions are as follows:

Infringement / Breach	Fine / Penalty
<b>Forfeiture of a game</b>	1 <sup>st</sup> offence – loss of game; 2 <sup>nd</sup> offence – loss of game and \$100.00 per defaulting team plus umpiring fees; 3 <sup>rd</sup> offence – loss of game and the club must show cause why the team should not be removed from the competition.
<b>Breach of player safety</b>	\$100.00.
<b>Illegal player, including breach of player eligibility, registration and import player</b>	\$50.00 per player and loss of game.
<b>Prohibited substances</b>	\$200.00 per person and ejection.
<b>Player out of uniform</b>	\$50.00 per player.
<b>Non-return of game card as required</b>	\$20.00 plus \$10.00 per additional day.
<b>Club's failure to supply an accredited umpire</b>	\$75.00.
<b>Club's failure to supply a scorer</b>	1 <sup>st</sup> offence – warning; 2 <sup>nd</sup> offence – \$25.00; 3 <sup>rd</sup> or offences – \$50.00.
<b>Withdrawal of a team during the season</b>	\$100.00 per junior team; \$200.00 per senior team.

# GENERAL ADMINISTRATION

1.9.4 Penalties for breaches of junior specific bylaws, rules and playing conditions are as follows:

Infringement / Breach	Fine / Penalty
<b>Participation</b>	1 <sup>st</sup> offence - \$100.00; 2 <sup>nd</sup> offence - \$200.00. Both include loss of game if finals.
<b>Players playing in higher / lower age or grade</b> Except PONAG exempt players	1 <sup>st</sup> offence - \$100.00; 2 <sup>nd</sup> offence - \$200.00. Both include loss of game if finals.
<b>Pitching and/or catching rules</b> The BQ Development Manager shall be notified of all breaches of pitching and/or catching rules	1 <sup>st</sup> offence - \$100.00; 2 <sup>nd</sup> offence - \$200.00. Both include loss of game if finals.

*It should be noted that the intention of applying fines for breaches is NOT to raise revenue.*

*Their sole purpose is to discourage undesirable practices, actions and behaviours that detract from the game of baseball and the development of our sport.*

*Accordingly Baseball Queensland shall apply all revenue raised in this way into education programs to assist in reducing the extent of breaches when and, as funds are sufficient to do so.*

# PLAYERS AND OFFICIALS

## 2 PLAYERS AND OFFICIALS

### 2.1 PARTICIPATION ELIGIBILITY

- 2.1.1 To be eligible to participate in any game, clubs and players must meet the conditions listed in the remaining paragraphs.
- 2.1.2 Any contracted ABL player is NOT eligible to play at any level other than the highest level available to their Club (ie Major League A Grade or Pacific League A Grade) unless otherwise approved in writing by Baseball Queensland. Any such approval shall be obtained prior to the player taking the field to play. PENALTY – FORFEIT OF GAME.

### 2.2 REGISTRATION OF PLAYERS

- 2.2.1 Each player must enter his or her details into the “IMG MEMBERDESQ” system. Clubs must ensure all players are registered on the IMG database, including ABL players, and they are to be made active and financial before taking the field to train or play.
- 2.2.2 Clubs are advised to inform members of their username and password so that they can amend their own records when necessary.
- 2.2.3 Players are required to register for each competition separately.
- 2.2.4 Players not registered in accordance with this bylaw are deemed to be not registered or insured and shall not take part in any GBL competition.
- 2.2.5 Clubs that play an unregistered player in GBL Competition sanctioned competitions shall lose the competition points for games where the unregistered player has played and a fine shall be issued for each breach.
- 2.2.6 Clubs must ensure and check players register as follows:
- a) All Clubs must ensure that all players are registered with payment on the IMGSTG registration portal. Once the player registration is submitted and paid for online, players are deemed to be affiliated. No player can take part in any sanctioned BQ game until they are properly registered with the club they intend to play for.
  - b) Clubs are to regularly review their active player list to ensure that it is accurate. To allow each player to logon to the IMG portal to reregister; player details on the database must be up to date and include the mandatory fields relevant to each player.

### 2.3 TRANSFERS AND CLEARANCES

- 2.3.1 Players transferring between clubs (either within the GBL, BQ regions or from interstate) must complete a National Player Clearance Form.
- 2.3.2 All transfers and clearances for players shall be completed in accordance with the instructions on the BQ website.
- 2.3.3 Transfers between clubs during the season shall be granted only if application in writing is made to BQ, outlining the extenuating circumstances.
- 2.3.4 Unfinancial players shall not be eligible to transfer between clubs and should not be granted a clearance by the losing club.
- 2.3.5 All transfer and clearance requirements must be fulfilled before a player can take the field.

### 2.4 IMPORT PLAYERS

- 2.4.1 An import player who has not played previously for any club in Australia must register in accordance with these Bylaws.

# PLAYERS AND OFFICIALS

- 2.4.2 An import player who has played previously in Australia must provide a clearance in the same manner as a player transferring from another club.
- 2.4.3 Any player who is not an Australian citizen or a permanent resident is deemed an import. This does not include players attending an Australian university, college or high school. BQ shall rule on this if a club is unsure.
- 2.4.4 A Club wishing to register import players for a season must identify the import players at the time of registration. This notification must be in writing and a copy of the player's visa must accompany the notification.
- 2.4.5 Baseball Queensland 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 player.
- 2.4.6 The import player nomination must be received and approved by the Competition Administrator prior to the player being able to participate in the GBL competition.
- 2.4.7 The maximum number of import player players a Club may play throughout a season in Major League A & B Grades is three (3) import players.
- 2.4.8 Junior players who are non-nationals and are eligible to play in senior teams shall not count towards the import player limit specified if they continue to fulfill their obligations to junior games.

## 2.5 COACHES, UMPIRES AND SCORERS

- 2.5.1 Clubs must provide BQ with contact details of all coaches, umpires and scorers. All coaches, umpires, scorers and other club officials are to have the appropriate current accreditation and be in possession of a current Blue Card if they have minors in their teams, in accordance with the *Working with Children (Risk Management and Screening) Act 2000*.
- 2.5.2 Requirements for umpires and scorers for each of the individual leagues are contained within the relevant section.

## 2.6 PROHIBITED SUBSTANCES

- 2.6.1 All tobacco and alcohol products are prohibited within the on field confines of any baseball facility.
- 2.6.2 A person shall be ejected from a game and fined for smoking, consuming an alcoholic beverage or chewing/dipping of tobacco.

## 2.7 JUNIORS PLAYING IN SENIOR COMPETITIONS

- 2.7.1 A junior player shall be eligible to play in senior competitions once they have reached the age of fifteen (15) years. PONAG Clearance Type 3 is NOT required in this instance.
- 2.7.2 The Club shall be responsible for ensuring a fifteen (15) year old is selected in any grade commensurate with the player's physical and technical abilities.
- 2.7.3 A junior playing in senior competitions shall participate under the rules of that competition except the junior pitching and catching restrictions prescribed under Junior Competitions applies to all juniors pitching and catching in all senior competitions.

## 2.8 JUNIORS PLAYING FOR MORE THAN ONE CLUB

- 2.8.1 A junior player playing senior baseball must do so with the club with which that player is registered. However, if a junior playing at a non-Major League club wishes to play senior baseball at a Major League club, then the player must forward a letter of application to BQ. Any application is to be supported by both clubs involved.

## 3 COMPETITIONS

### 3.1 COMPETITION STRUCTURE

- 3.1.1 Baseball Queensland shall conduct competitions in the Greater Brisbane Leagues (GBL) Summer Competition. These shall consist of both senior and junior competitions.
- 3.1.2 The senior competition shall be structured as follows:
- a) Major League (A, B & C Grade);
  - b) Pacific League (A, B, C, D Grade etc dependent on final numbers of teams nominated);
  - c) Masters League (35 years old and over).
- 3.1.3 The junior competition shall include the following age groups:
- a) Under 12 (Division 1 and/or Division 2);
  - b) Under 14 (Division 1 and/or Division 2);
  - c) Under 16 (Division 1 and/or Division 2);
  - d) Under 20 (Division 1 and/or Division 2).
- 3.1.4 Clubs must nominate teams for each level in which they wish to compete no later than the date advised in the Calendar of Events.
- 3.1.5 BQ may review the grading of teams throughout the season.

### 3.2 COMPETITION SCHEDULING

- 3.2.1 Baseball Queensland shall determine the schedule of fixtures for the Regular Season for all GBL competitions.
- 3.2.2 The approved GBL schedule of fixtures shall be published on the Baseball Queensland website.
- 3.2.3 The Competition Administrator may amend the fixture as needed at any time during the Regular Season.
- 3.2.4 If the Competition Administrator amends the fixture, Baseball Queensland shall publish the amended fixture on the Baseball Queensland website and notify the Presidents and Secretaries of the affected Clubs as soon as possible.

### 3.3 RESCHEDULING OF GAMES

- 3.3.1 Games incomplete or not played due to inclement weather or other unsuitable playing conditions shall only be rescheduled if agreed between both teams involved. The time and location of the game shall be agreed and details sent to BQ within seven (7) days of the game not being played. All other bylaws, rules and playing conditions shall apply.
- 3.3.2 Major League A Grade night games that are incomplete or suspended shall be played as a new or suspended game double header on the following Sunday afternoon or as determined by the Competition Administrator.
- 3.3.3 From time to time, Baseball Queensland or the Competition Administrator shall require changes to fixtures to avoid scheduling clashes with the Brisbane Bandits or National Championships. Changes shall be advised via the Baseball Queensland website as required.

### 3.4 INCLEMENT WEATHER PROCEDURE

- 3.4.1 Inclement weather refers to wet weather, extreme heat, lightning or any other similar event that affects the ability for the game to be played safely.

# COMPETITIONS

- 3.4.2 Failure to comply with the following shall result in a forfeit being awarded against the offending team. All wet weather contacts for Clubs shall be listed on the BQ website.
- 3.4.3 In the case of wet weather, it is imperative that clubs inspect the grounds and if unplayable the wet weather contact must:
- a) Notify the opposing club wet weather contact and the QBUA Appointments Officer, not less than two (2) hours prior to the scheduled game start time.
  - b) If the visiting club is located more than seventy (70) km from the destination field, where possible, three (3) hours notification shall be given.
  - c) If the away team's field is available and playable then the game shall be moved to that venue, with the designated home team remaining as such.
  - d) Support staff and officials must be available to travel to the new venue unless alternative arrangements can be agreed between the teams.
- 3.4.4 Notification must, in the first instance, be to the person nominated by the opposing club as the Wet Weather contact. Team coaches must not contact Wet Weather contacts directly but leave the arrangements to each Club Wet Weather contact.
- 3.4.5 Games are to be called off one grade at a time, unless it is obvious that the ground is unplayable for the entire day.
- 3.4.6 Clubs are encouraged to use social media to advise players from both teams of the relocation, cancellation or otherwise of any game.
- 3.4.7 Home team scorers must notify BQ of a washout by submitting a game card.
- 3.4.8 In the case of extreme heat (40° C or more) being forecast by the Bureau of Meteorology on the day preceding games, all games may be cancelled by BQ.
- 3.4.9 Games scheduled for that day may proceed subject to the agreement of both coaches and the umpire.
- 3.4.10 An umpire has the discretion to call a game due to extreme temperature, but can only do so after consultation with both coaches.
- 3.4.11 If a game in progress is interrupted by inclement weather, the umpires shall suspend the game as per the Official Baseball Rules.
- 3.4.12 If a game commences, but is halted due to inclement weather before it becomes a regulation game, scorers must still complete game cards and forward them to BQ. This shall enable participants to be credited with game eligibility for finals (within the grade) and to keep accurate win/loss records.

## 3.5 FORFEITS AND LATE STARTS

- 3.5.1 A club that is unable to field a team in a scheduled game shall notify the opposing club and the QBUA Appointments Officer at least two (2) working days prior to the commencement of the scheduled game. BQ must also be notified.
- 3.5.2 Any club wishing to reschedule any game must apply in writing to BQ, stating the reasons for the rescheduling. The application shall only be accepted by BQ if more than seventy two (72) hours' notice is given.
- 3.5.3 Where a team has less than the minimum number of players present at the scheduled start time for a game, the commencement of the game shall be deferred for a maximum of fifteen (15) minutes.
- 3.5.4 If sufficient players arrive for the team to field the minimum number of players within fifteen (15) minutes from the scheduled start time, play shall commence immediately and may continue whenever there is at least the minimum number of players. The Umpire shall record the late start and the team that caused the late start on the Game Card.
- 3.5.5 Regardless of the time of the late start (caused by 3.5.4), the game must end at the original scheduled time.
- 3.5.6 If, at fifteen (15) minutes after the scheduled start time, the defaulting team is unable to field the minimum number of players, the opposing team shall be awarded a win by forfeit. The Umpire shall record the win as a forfeit on the Game Card awarding a score of 9-0.

- 3.5.7 If neither team is able to field the minimum number of players within fifteen (15) minutes from the scheduled start time, both teams shall be awarded a loss and the score of 0-9. The Umpire shall record the losses on the Game Card.
- 3.5.8 When a game is forfeited the names of the players in attendance from the defaulting team(s) must be recorded in the Game Card.
- 3.5.9 Players recorded on the Game Card under this playing condition shall be deemed to have played that game in that Grade for Finals eligibility calculation purposes.
- 3.5.10 Refer to the relevant league for specific details regarding the minimum number of players for each grade.

## 3.6 COMPETITION RECORDS

- 3.6.1 BQ shall keep accurate records of the following:
  - a) Results and participation of all games in the competitions;
  - b) All protests and reports recorded on game cards;
  - c) All cautions and ejections, as recorded on game cards by umpires;
  - d) All points/percentages allocated to each team according to the provisions of these bylaws;
  - e) Other information as required.

## 3.7 PERCENTAGE LADDERS

- 3.7.1 BQ shall maintain a percentage ladder for each grade, in competition management on the BQ website, stating:
  - a) The name of every team in that grade;
  - b) The number of games played by each team;
  - c) The number of wins, losses and draws for each team;
- 3.7.2 Clubs wishing to contest any content in the percentage tables must forward written objections to BQ. The objection must:
  - a) Contain grounds for dispute and include relevant evidence, e.g. copy of scorebooks, game cards etc.
  - b) Occur within seven (7) days of the posting of the relevant table on the web site.
- 3.7.3 If necessary BQ shall alter percentages to reflect the true positions of the teams.
- 3.7.4 All competition ladder and finals positions shall be ranked by WIN percentage, as follows:

**WIN Percentage = Total Wins + Draws (Half) / Total Games Played**
- 3.7.5 Teams are ranked on the ladder in descending order.
- 3.7.6 Where two or more teams are equally ranked with the same WIN percentage, the "Head to Head" method shall be used to separate them.

## 3.8 PREMIERSHIPS & FINALS

- 3.8.1 Semi Finals, Preliminary Finals and Grand Finals shall be played as determined by BQ and notified in the Fixture Schedule, or elsewhere.
- 3.8.2 Should any two (2) or more teams finish in equal positions after completion of fixtures, BQ shall allocate places using the following criteria:
  - a) Head to head for the teams for the season.
  - b) Then runs against, head to head for the season.
  - c) Then runs against overall for the season.



# COMPETITIONS

3.8.3 The teams finishing higher on the table at the end of the scheduled fixtures shall be designated as the home teams for the semi-finals.

3.8.4 Where possible and as time permits, the preferable Finals Series is:

Game	Home Team v Away Team	Result
<b>Major Semi Final (SF1)</b>	Team 1 v Team 2	Winner to GF, Loser to PF
<b>Minor Semi Final (SF2)</b>	Team 3 v Team 4	Winner to PF, Loser eliminated
<b>Preliminary Final (PF)</b>	Loser SF1 v Winner SF2	Winner to GF, Loser eliminated
<b>Grand Final (GF)</b>	Winner SF1 v Winner PF	

3.8.5 If agreed by both teams, a Semi Finals game can be relocated to another venue. Agreement needs to be made a minimum of two days prior to the scheduled game and a request to relocate the Semi Final game needs to be submitted to the BQ office in writing by both Clubs at least two (2) days prior to the scheduled game.

3.8.6 Preliminary Finals and Grand Finals for Major League (all grades) and Pacific League (all grades) and Grand Finals for Junior Competition (all grades) shall be held at a single venue for each League. Clubs shall be asked for expressions of interest to host the finals games and host venues shall be subsequently decided by the GBL Committee.

3.8.7 BQ shall meet the costs for grand final games, e.g. baseballs, umpires and lights, and shall notify the clubs involved of the arrangements for other finals.

## 3.9 TROPHIES & AWARDS

3.9.1 Baseball Queensland shall present the following trophies/awards during the GBL Summer Season:

Trophy / Award	Eligible Teams / Grades / Individuals
<b>CLUB AWARDS</b>	
<b>Senior Club Champion</b>	All GBL Clubs *
<b>Junior Club Champion</b>	All GBL Clubs *
<b>TEAM AWARDS</b>	
<b>Championship Trophy</b> (incl individual medallions/trophies for players)	All Grades in all Leagues
<b>Runner Up Trophy</b> (incl individual medallions/trophies for players)	All Grades in all Leagues
<b>INDIVIDUAL AWARDS</b>	
<b>Pitching Award</b>	All Grades from U14 Div 2 to Major A
<b>Batting Award</b>	All Grades from U14 Div 2 to Major A
<b>MVP Award</b>	All Grades from U12 Div 2 to Major B
<b>David Nilsson Medal</b>	Major League A Grade, all players
<b>MVP (Final Series)</b>	Major League A Grade, Grand Final Series players only
<b>BQ Volunteer of the Year</b>	Nominated by Clubs

\* If there is more than one club team in a grade, only the club team gaining the highest standing shall be taken into account.

# GROUNDS & EQUIPMENT

## 4 GROUNDS & EQUIPMENT

### 4.1 GROUNDS/FIELDS

- 4.1.1 All nominated fields must be available for the commencement of the competition, unless BQ grants an exemption.
- 4.1.2 Clubs must fully and accurately mark fields for every game to the satisfaction of the Umpire. Marking must be to the correct dimensions as per the Official Baseball Rules. Markings must include at least base paths, foul lines, and batting boxes.
- 4.1.3 Clubs must keep all grounds/fields in a clean and tidy condition at all times. Grounds must be free from dangerous objects and all other obstacles likely to cause injury to players, officials and visitors. Ground Marshals shall carry out inspections prior to the commencement of games for the day.
- 4.1.4 Prior to the commencement of each season, BQ shall inspect all fields and complete the Grounds Evaluation Form.
- 4.1.5 Clubs must maintain all fields to BQ approved standards. A BQ official may inspect a Club's fields at any time. The official may direct the club to rectify its fields and may prohibit games on those grounds until satisfied with the rectification. (Such directions may be verbal initially and confirmed in writing if necessary.)
- 4.1.6 If BQ withdraws grounds from use pending rectification, no games (Junior or Senior) can be played on those grounds until they are declared satisfactory.
- 4.1.7 The host club must provide adequate toilet facilities at their ground. The club must open these facilities during all games and training sessions at that ground. Clubs must keep these facilities in a clean and hygienic condition in compliance with local government regulations.
- 4.1.8 All grounds must have a properly enclosed playing field and home run fence.
- 4.1.9 All benches/dugouts constructed within a permanent baseball field require protection or screening to protect players from the field of play and weather.
- 4.1.10 The host club should open a canteen during all games played at their ground. The canteen should provide hot and cold drinks and a variety of food items available for purchase during all games played at the ground. If a canteen cannot be open during games, the host club should advise the visiting clubs and allow them to bring their own food and drinks. Consistent failure to provide adequate canteen facilities may result in no future home games for that club.
- 4.1.11 Clubs must not sell beverages of any type in glass containers.
- 4.1.12 Visiting teams and supporters must not bring alcohol to a host club's ground.
- 4.1.13 The host club shall provide a clearly defined dugout, seating and shade cover for both teams, and seating and shade cover for scorers.
- 4.1.14 Clubs hosting finals are required to have a groundsman on site to maintain the field throughout the day.
- 4.1.15 Host clubs are required to provide wet weather ground covers for the pitcher's mound and the home plate area.
- 4.1.16 Host clubs must make available for perusal, copies of the Official Baseball rules and the current BQ Bylaws, Rules and Playing Conditions.
- 4.1.17 Host clubs are to provide a telephone for emergency contacts, an adequate first aid kit and ice for injuries. These items must be located in close proximity to the playing field.

# GROUNDS & EQUIPMENT

## 4.2 THE PLAYING FIELD

4.2.1 Playing fields for the various age groups shall comply with the following minimum requirements.

Age Group	Base paths	Pitch distance	Centrefield distance	Bases
Under 12	60 ft	46 ft	225 ft	Removable or Breakaway Hollywood
Under 14	80 ft	54 ft	300 ft	Permanent
Under 16	90 ft	60 ft 6 in	Open	Permanent
Under 20	90 ft	60 ft 6 in	Open	Permanent
Senior	90 ft	60 ft 6 in	Open	Permanent

4.2.2 All games for the U12 and U14 age levels must have an age specific outfield perimeter of some description. Even where fields are fully enclosed but the existing fence line exceeds age specific requirements, temporary age specific perimeters must be deployed.

4.2.3 Any such perimeter is to be established/installed by the home team. For example: cones or markers that are clearly seen from home plate.

4.2.4 Any batted ball, declared fair, that bounces prior to leaving the field of play, will be ruled a ground rule double. If markers are used to identify the perimeter, the base of the markers forms the limit of the field of play.

4.2.5 Should a base be pegged to the ground (ie removable), it is to be done with safety as the PRIME CONCERN. Pegs MUST be driven entirely into the ground with the buckles under the centre of the base.

## 4.3 NIGHT GAMES - LIGHTS

4.3.1 All GBL Clubs hosting night games must advise BQ of the following in writing:

- The costs of the lights to conduct night games (generally for Major League A Grade) for a minimum period of three (3) hours;
- The cost of the lights to conduct night games (generally for Masters League) for a minimum period of two (2) hours;
- Whether a ground curfew exists and if so, the time the curfew commences.

*NOTE: The cost of lights shall be tabulated and circulated to all GBL Clubs to ensure every Club is aware of their financial liability for night games. The cost of lights is to be shared equally between Clubs participating in the respective game. The cost of lights is to be submitted to BQ prior to the end of June each year to allow Clubs to budget and set fees for the upcoming season.*

*Information regarding curfews is to be submitted at the same time teams are submitted.*

## 4.4 UNIFORMS

4.4.1 All players, senior coaches and junior U14, U16 and U20 Div 1 coaches must wear full club playing uniform as per the Official Baseball Rules. Newly registered players have a maximum of three weeks to obtain the correct uniform. However, Major League A, B and C Grade players must present in full uniform at all times.

4.4.2 Coaches of other junior teams must wear at least a club shirt, club cap and enclosed shoes.

# GROUNDS & EQUIPMENT

- 4.4.3 Each coach and at least the Umpire-in-Chief officiating in a game shall enforce the uniforms Bylaw by making a note of any infringements on the game card.
- 4.4.4 Sponsorship signage on uniforms is permitted. Anything resembling a baseball is prohibited. All sponsors names; size and placement of the signage must be endorsed by Baseball Queensland through the region, league or competition administration.

## 4.5 PLAYING & PROTECTIVE EQUIPMENT

- 4.5.1 Requirements for playing and protective equipment for each of the individual leagues are contained within the relevant sections.

### TOBACCO LAWS IN QUEENSLAND

The following is an extract from Queensland Health's website regarding new tobacco laws in Queensland. Clubs are to ensure the following requirements are complied with.

*From 1 September 2016, smoking is banned within 10 metres of viewing and playing areas at organised under-18 sporting events. The ban also applies during training and at any intervals or breaks in play.*

*The coverage of the ban includes the sporting ground or playing area, the viewing area for a water sport, public seating at the grounds and any other area reserved for use by the competitors and the officials. This also includes a 10 metre non-smoking buffer zone from all of these locations.*

*An organised under-18 sporting event is one that is arranged in advance and is conducted by a professional or amateur sporting body or education institution according to established rules.*

*The smoking ban includes the use of all smoking products, including electronic cigarettes.*

More information including signs, factsheets and resources about the changes to the tobacco law for your sporting organisation as well as the *Tobacco and Other Smoking Products (Smoke-free Places) Amendment Bill 2015* is available from the Queensland Health website.

**All tobacco and alcohol products are prohibited within the on field confines of any baseball facility.**

## 5 MAJOR LEAGUE

### 5.1 PREAMBLE

This section outlines the bylaws, rules and playing conditions applicable to the Major League competitions. General administration bylaws and those applicable to all levels of competition are contained in **SECTIONS 1 – 4**.

Baseball Queensland (BQ) shall determine the number of clubs in the league. Clubs that are invited into the Major League are required to meet the criteria for that league. Failing this, the club shall be placed in the Pacific League.

### 5.2 MAJOR LEAGUE CRITERIA

The criteria for clubs to be eligible to compete in the Major League Competition includes requirements in two distinct areas; off field and on field as indicated below.

5.2.1 **Off field** criteria include the following requirements in relation to club governance and administration:

- a) All clubs must provide a current Form N and a letter requesting affiliation with the GBL;
- b) The GBL shall require proof that the club is in current compliance with the Associations Incorporation Act 1981 and supply a copy of the Certification of Incorporation showing the incorporation number;
- c) The club committee must show that they are working in accordance with a current Strategic Plan that is a living document and is updated on a regular basis;
- d) The club committee must demonstrate that they have Governance Policies and Procedures in place including a succession plan for committee positions;
- e) The club committee is required to produce an Annual Report and submit it to Baseball Queensland. The annual report must include an Income and Expenditure Statement and a Balance Sheet that have been audited and submitted to Fair Trading in accordance with the Associations Incorporation Act 1981;
- f) The club committee is to ensure that all players and volunteers are correctly registered on the IMGSTG database meaning they are active and financial. Even though volunteers do not pay a subscription, they are to be placed on the database for insurance purposes. This includes scorers, umpires and coaches;
- g) Clubs must take part in all Baseball Queensland recruitment and schools programs;
- h) All volunteers must hold a current Blue Card in accordance with the Act (Working with Children (Risk Management and Screening) Act 2000).

5.2.2 **On field** criteria include the following requirements in relation to player numbers, teams etc:

- a) At least Major League A, B and C Grades;
- b) At least thirty (30) senior players (18 or over);
- c) At least one (1) team of natural age players in each of the U12, U14, U16 and U20 competitions;
- d) Gold Coast or Toowoomba clubs may have their U12 and U14 teams playing in a regional competition;
- e) At least sixty (60) junior players (under 18) including U10 and below;
- f) All teams from Major League to Under 12 Division 2 must have a coach with a current Level 3 NCAS coaching accreditation;
- g) All coaches of teams containing juniors must hold a current Blue Card in accordance with the Act (Working with Children (Risk Management and Screening) Act 2000).
- h) Each club is to supply a QBUA trained umpire appropriate to each level of competition and must wear the appropriate uniform as stated in these Bylaws;

# MAJOR LEAGUE

- i) Each club is to have an accredited scorer for each level of competition in accordance with these Bylaws;
- j) All clubs must comply with the GBL Ground Evaluation and Light Audit (where applicable);
- k) All players must be active and financial on the IMGSTG database prior to starting in their first game of the season.

## 5.3 GAME DURATION

- 5.3.1 All day games in the Major League A Grade are nine (9) innings (no time limit).
- 5.3.2 All double-header games are seven (7) innings (no time limit).
- 5.3.3 All night games in the Major League A Grade are nine (9) innings or two and a half (2<sup>1</sup>/<sub>2</sub>) hours, whichever comes first.
- 5.3.4 During night games the umpire shall call the game when the two and a half (2<sup>1</sup>/<sub>2</sub>) hour limit is reached, so long as the following criteria are satisfied:
  - a) A minimum of five (5) innings has been played (four and a half (4<sup>1</sup>/<sub>2</sub>) if the home team has scored more runs than the visiting team).
  - b) At the completion of any inning beyond the fifth inning where one team has more runs than their opposition.
  - c) Drawn games must be played to a result unless the host venue has a light curfew.
- 5.3.5 Major League B Grade shall be nine (9) innings or two and a half (2<sup>1</sup>/<sub>2</sub>) hours, whichever comes first. When the Major League A Grade team has a double header, Major League B Grade games shall be nine (9) innings or two (2) hours.
- 5.3.6 Major League C Grade shall be nine (9) innings or two (2) hours, whichever comes first.
- 5.3.7 The start times and finishing times for Major League day and night games shall be:

Grade	Playing Day	Game start time	Game end time
Major League A	Sunday - single game	1.30pm	9 innings
Major League A	Sunday - double header	1.00pm – Game 1	7 innings each game
Major League A	Night – single game	7.30pm	9 innings or 10.00pm
Major League B	Sunday - single game	10.45am	9 innings or 1.15pm
Major League B	Sunday - single game prior to A Grade double header	10.45am	9 innings or 12.45pm
Major League C	Sunday - single game	8.30am	9 innings or 10.30am

- 5.3.8 Game times can be flexible after consultation with opposing clubs.
- 5.3.9 Games started without lights can be completed under lights.
- 5.3.10 An inning started shall be completed. An inning starts immediately after the final out of the previous inning.
- 5.3.11 Any game, other than Major League A Grade, started late due to less than the minimum number of players being present at the scheduled time, must finish at the original scheduled time. Any game started late due to any other reason shall be played out as per the original time period scheduled.
- 5.3.12 The plate umpire shall be the official timekeeper. The plate umpire may delegate this duty to another umpire or the scorers.

# MAJOR LEAGUE

## 5.4 RUN LIMITATION

5.4.1 NOT APPLICABLE

## 5.5 REGULATION GAME

- 5.5.1 In Major League A Grade and B Grade, five (5) innings shall constitute a regulation game. Four and a half ( $4\frac{1}{2}$ ) innings are sufficient if the home team has scored more runs than the visiting team. All Major League A Grade games must be played to a result.
- 5.5.2 In Major League C Grade, three (3) innings shall constitute a regulation game. Two and a half ( $2\frac{1}{2}$ ) innings are sufficient if the home team has scored more runs than the visiting team.
- 5.5.3 A game of fewer than the respective minimum number of innings shall be declared "no game", except where a Major League game is suspended.
- 5.5.4 Games incomplete or not played due to inclement weather or other unsuitable playing conditions shall only be rescheduled if agreed between both teams involved. The time and location of the game shall be agreed and details sent to BQ within seven (7) days of the game not being played. All other bylaws, rules and playing conditions shall apply.
- 5.5.5 Major League A Grade night games that are incomplete or suspended shall be played as a new or suspended game double header on the following Sunday afternoon or as determined by the Competition Administrator.
- 5.5.6 If any Sunday double header games are called off because of inclement weather, they shall be declared a no game and shall not be rescheduled.

## 5.6 TEN (10) RUN RULE

- 5.6.1 If, in a Major League A grade game, a team is leading by ten (10) runs or more after seven (7) equal innings (five (5) in a double header), or six and a half ( $6\frac{1}{2}$ ) innings (four and a half ( $4\frac{1}{2}$ ) in a double header) when the home team is leading, then the game shall be called as a complete game.
- 5.6.2 If, in a Major League B grade game, a team is leading by ten (10) runs or more after seven (7) equal innings (five (5) in a game prior to an A Grade double header), or six and a half ( $6\frac{1}{2}$ ) innings (four and a half ( $4\frac{1}{2}$ ) in a game prior to an A Grade double header) when the home team is leading, then the game shall be called as a complete game.
- 5.6.3 If, in any other grade game, a team is leading by ten (10) runs or more after five (5) equal innings, or four and a half ( $4\frac{1}{2}$ ) innings when the home team is leading, then the game shall be called as a complete game.

## 5.7 SPEED UP POLICY

- 5.7.1 Teams should make an inning change over within ninety (90) seconds. Players and coaches are encouraged to run to positions.
- 5.7.2 Should either team take longer than ninety (90) seconds from the third out to the pitcher being told to "play" then penalties should apply. If the batting team is at fault, strikes shall be called and if the fielding team is at fault then balls shall be called. This should happen only after a warning is given in the first instance.
- 5.7.3 The twelve (12) second rule for the pitcher shall apply with no runners on base. Refer Official Baseball Rule 5.07(c) Pitcher Delays.

## 5.8 PLAYERS

- 5.8.1 All teams shall field nine (9) players.
- 5.8.2 If any team has less than nine (9) players at any time, then the game shall be called a forfeit.
- 5.8.3 Players eighteen (18) and nineteen (19) years old that pitch more than twenty (20) innings in the Major League A Grade cannot pitch in the U20 competition. However, any players that are Under 18 eligible



# MAJOR LEAGUE

may pitch in the U20 competition and any senior competition, provided the junior pitching and catching rules are adhered to.

- 5.8.4 Major League A Grade defensive starting teams shall consist of nine (9) players who have not taken part in any fixture for that day. A breach of this Bylaw shall be deemed a forfeit by the offending team playing on that day. PENALTY – FORFEIT OF GAME
- 5.8.5 Every player starting in a Major League A Grade game must play no fewer than three (3) complete innings of the game. Only the pitcher or an injured player can be replaced from the bench in the first three (3) innings.
- 5.8.6 Any player who participates in any other lower grade can participate in a higher grade game later that day, provided the player does not enter the game prior to the completion of the third (3rd) inning EXCEPT to replace an injured player when no fresh players are available.
- 5.8.7 A pitcher in the early game cannot then pitch in the late game.
- 5.8.8 Participation in each game shall count as a game played for each grade for finals eligibility.
- 5.8.9 No player may play more than two (2) games in the same day. Contravention of this playing condition shall result in forfeiture of any game after the first two (2).
- 5.8.10 A player shall be listed on the game card when that player enters the game.
- 5.8.11 Before U16 and/or U18 (by age) players are permitted to play senior baseball, they must first fulfill their obligations to the U16 and/or U20 competition. Exceptions to this Bylaw must be approved by BQ in writing prior to the commencement of the season and each application shall be treated on a case by case basis.
- 5.8.12 Where two (2) or more teams compete at the same level within a club, the club may not exchange or alternate players among these teams in normal competition or during any final, unless stated otherwise in these Bylaws.

## 5.9 DESIGNATED HITTER

- 5.9.1 A player may play in a Major League Grade and DH in a higher level Major League Grade.
- 5.9.2 A player may not DH in a Major League Grade and play in a higher Major League Grade.
- 5.9.3 The designated hitter shall not be counted in the starting defensive nine (9) players.
- 5.9.4 The designated hitter shall be deemed to have played in the game for finals or other eligibility purposes.
- 5.9.5 Designated hitters are to be considered players in relation to Bylaw 5.8.9 above.

## 5.10 COURTESY RUNNER

- 5.10.1 All teams may use a courtesy runner for the catcher under the following circumstances:
  - a) There must be two (2) outs;
  - b) A courtesy runner shall be any eligible player not in the game, or a replaced player;
  - c) If no players are available the last player out shall be the runner.
- 5.10.2 A courtesy runner cannot be replaced once on base except for injury or illness.
- 5.10.3 Only a courtesy runner who has played in the field or batted in the line up shall be deemed to have played in the game for finals or other eligibility purposes. No running stats shall be credited to the courtesy runner; they shall be credited to the catcher.

## 5.11 PROTECTIVE EQUIPMENT

- 5.11.1 Any bat boy/girl (must be a minimum of eight (8) years old) in the dugout or on the field must wear a two-eared helmet at ALL TIMES.
- 5.11.2 Protective cups are MANDATORY for ALL male players.



# MAJOR LEAGUE

- 5.11.3 Players must wear full protective equipment at all times when catching or warming up a pitcher including mask, helmet, chest protector, throat protector, leg guards and protective cup. Coaches warming up a pitcher are only required to wear a mask and protective cup.
- 5.11.4 All batters and baserunners must wear properly fitted, non-damaged two eared helmets.
- 5.11.5 Base coaches must wear an approved helmet whilst on the field. Base coaches under eighteen (18) years of age must wear a two eared, baseball batting helmet. Base coaches eighteen (18) years or older, may opt to use either a two eared baseball helmet or skull cap style helmet.
- 5.11.6 All clubs must make available a generous supply of SPF 30+ sunscreen.

## 5.12 INJURIES & DISABLED LIST

- 5.12.1 If a player leaving the game due to illness or injury reduces the team to eight (8) players, another player previously replaced may re-enter the game. This can occur only if no new player is available. The re-entered player cannot pitch.
- 5.12.2 Scorers must record on the official game card details of players injured in a game. To prove eligibility for the disabled list, players must forward a medical certificate or a Statutory Declaration to BQ within fourteen (14) days of when the injury occurred. The player shall then be recorded on the disabled list.
- 5.12.3 Players who are injured outside the field of play, e.g. work injuries, training etc. must forward a suitable medical certificate to BQ to be eligible for the disabled list within fourteen (14) days of when the injury occurred.
- 5.12.4 Players on the disabled list shall continue to be credited with game eligibility for finals (within the grade at the time of injury).

## 5.13 BATS

- 5.13.1 All baseball bats must conform to the Official Baseball Rule 3.02.
- 5.13.2 Major A and Major B Grades shall use wood, wood composite or wood laminate bats only.
- 5.13.3 All other non-wood major leagues shall comply with the following:
  - a) It shall not be more than thirty-six (36) inches in length; nor more than two and five eighths ( $2\frac{5}{8}$ ) inches in diameter, and if wood, not less than fifteen-sixteenths ( $\frac{15}{16}$ ) inches in diameter ( $\frac{7}{8}$  inch for bats less than thirty (30) inches) at its smallest part.
  - b) The bat shall not weigh, numerically, more than three (3) ounces less than the length of the bat (e.g., a thirty-three (33) inch-long bat cannot weigh less than thirty (30) ounces).
  - c) All bats not made of a single piece of wood shall meet the Batted Ball Coefficient of Restitution (BBCOR) performance standard, and such bats shall be so labelled with a silkscreen or other permanent certification mark. The certification mark shall be rectangular, a minimum of a half ( $\frac{1}{2}$ ) inch on each side and located on the barrel of the bat in any contrasting colour.
  - d) Aluminium/alloy and composite bats shall be marked as to their material makeup being aluminium/alloy or composite. This marking shall be silkscreen or other permanent certification mark, a minimum of one & a half inch ( $1\frac{1}{2}$ ) on each side and located on the barrel of the bat in any contrasting colour.
  - e) Cracked, dented or otherwise damaged or deformed bats are not permitted. Any metal/alloy bat that does not clearly have the barrel composition marked on it by the manufacturer is not permitted.
- 5.13.4 Females playing in adult non-wood bat leagues shall comply with the following:
  - a) The bat shall be as described in Bylaw 5.13.3 except;
  - b) The bat shall not weigh, numerically, more than five (5) ounces less than the length of the bat (e.g., a thirty-three (33) inch long bat cannot weigh less than twenty-eight (28) ounces).

## 5.14 GAME BALLS

- 5.14.1 The home team shall be responsible for the supply of new balls for each game.
- 5.14.2 Teams must supply only those balls approved by BQ and meet the specifications defined in Official Baseball Rule 3.01.
- 5.14.3 In Major League A& B Grade, the home team shall provide four (4) new balls and have balls in reserve (suitable for game play).
- 5.14.4 In all other grades, the home team shall provide two (2) new balls and make available additional balls in good condition.
- 5.14.5 In all grades, the Umpire-in-Chief shall check and approve all game balls before the commencement of and during the game.

## 5.15 UMPIRES

- 5.15.1 All umpires are to be conversant with the Official Rules of Baseball, and these Bylaws, Rules and Playing Conditions.
- 5.15.2 In Major League A Grade and B Grade, where no QBUA umpires have been appointed, the home team shall provide both umpires. These umpires must be QBUA approved Level 1 and must wear at least the yellow shirt.
- 5.15.3 In all other senior grades, the umpire may be QBUA approved Level 0 and is required to wear the green shirt. The home team shall provide both umpires.
- 5.15.4 For all grades, the Umpire-in-Chief must call from behind the plate. The base umpire must remain standing at all times.
- 5.15.5 Umpires shall not be replaced during a game unless they are injured or ill, or have the agreement of both team coaches.
- 5.15.6 Umpires must be suitably dressed, in the QBUA approved shirt. Umpires must wear enclosed footwear and, in the case of the plate umpire, the necessary protective equipment. Umpires are not permitted to wear club playing uniforms.
- 5.15.7 All umpires, of any level have the same rights and authority. They therefore:
  - a) command the same respect and
  - b) have the same responsibilities to the BQ Judiciary.
- 5.15.8 At the end of each game, Umpire-in-Chief shall complete and sign the official game cards and scorebooks and print their name on the game card.
- 5.15.9 All umpires must complete an incident report for any ejection, or other incident they wish to report. Refer to the Reported Player & Tribunal Procedure.
- 5.15.10 The umpire shall eject any player or official found using any tobacco or alcohol products, or any illicit drugs during a game. This includes any player or official in uniform anywhere within the boundaries of the playing facility.
- 5.15.11 If a player is ejected for any reason and the head coach does not attempt to placate the situation, then the head coach shall be ejected from the game with the player. He shall be required to leave the field of play and take no further part in the game.

## 5.16 SCORERS

- 5.16.1 Each team shall have its own competent scorer. Scorers of both teams must sit together during the game to assist the accurate recording of details in scorebooks.
- 5.16.2 Major League scorers must be accredited to at least National level 2 standard. If a team is unable to provide a National level 2 accredited scorer, then BQ may appoint a properly accredited scorer to the team and invoice the club for the service.

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- 5.16.3 At the completion of the game, each home team scorer shall present the official game card to the Umpire-in-Chief for checking, signing and return to the scorer. All injuries must be annotated on the card with all sections and columns completed. This includes MVP, Fielding Position, Time in/out, Pitches, Innings caught.
- 5.16.4 At all times during a game, scorers must have in their possession the following items:
- An adequate supply of blank Incident Report Forms;
  - A blank game card for the relevant grade;
  - A copy of these BQ Bylaws, Rules and Playing Conditions;
  - A scorebook;
  - Appropriate stationery.

## 5.17 GAME CARDS/RESULTS

- 5.17.1 The home team scorer is responsible for forwarding results to BQ. Both scorers are responsible for the accuracy of the score card.
- 5.17.2 Home team scorer shall ensure that:
- Game cards are fully completed, accurate and legible;
  - Team coach's names are printed in the appropriate place on the card;
  - Umpires-in-Chief and each scorer must sign and print their name in the appropriate place on the card;
  - All names are spelt correctly.
- 5.17.3 The home club shall ensure that they forward the game cards to arrive at BQ no later than the Monday following the game by email (ensure the scanned card is legible – use black pen and print in block letters).

## 5.18 POINTS

- 5.18.1 Premiership win/loss percentages shall be awarded as follows:
- If a game is played, percentages shall be awarded even where some or all of the other games in that grade in that round are washed out.
  - All competitions are by winning percentage, with  $\frac{1}{2}$  a win given for a draw.
- 5.18.2 MVP votes are allocated by agreement between each team coach immediately after the game and noted on the Game Card – Votes are awarded on a 3 votes, 2 votes, 1 vote basis for the best players between each of the two participating teams.

## 5.19 PREMIERSHIPS & FINALS

- 5.19.1 All Major League A Grade finals shall be played over a best of three (3) games series. The highest placed team shall be the home team for the first game, then the away team for the second game, then the home team if the third game is needed. The Competition Administrator shall determine where and when the games are to be played however generally they will be held on a Friday night, the following Sunday afternoon and the following Tuesday night (if needed).
- 5.19.2 All Major League A Grade finals games shall be nine (9) innings, including double headers and played to a result.
- 5.19.3 Major League A Grade finals Friday night games that are incomplete or suspended shall be played as a new or suspended game double header on the following Sunday afternoon as determined by the Competition Administrator.
- 5.19.4 Any Sunday games that are incomplete or suspended shall be played as a new or suspended game as determined by the Competition Administrator.

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- 5.19.5 Any rescheduled games that are incomplete or suspended shall be played as a new or suspended game as required to achieve a result.
- 5.19.6 Major League A Grade Grand Finals shall follow the same procedure as finals games.
- 5.19.7 The latest possible time for rescheduling any Finals and/or Grand Final games shall be:
- Wednesday night following the original scheduled days for any finals series.
  - Friday night following the original scheduled days for the Grand Final series.
- 5.19.8 In the event of the rescheduled Final and/or Grand Final games are unable to be completed within this time, the following process applies:
- The team with the most wins in the series to date; then
  - Head to head throughout the season; then
  - Highest competition standing.
- 5.19.9 All Major League B Grade finals games shall be nine (9) innings or two and a half (2<sup>1</sup>/<sub>2</sub>) hours, whichever comes first and played to a result.
- 5.19.10 All Major League C Grade finals games shall be the same duration as the regular season and played to a result.
- 5.19.11 For all Major League Finals and Grand Finals other than Major League A Grade:
- In the event of inclement weather, five (5) innings shall constitute a complete game.
  - If the game is called off due to inclement weather, BQ shall reschedule the game.
  - In the event of the rescheduled Final and/or Grand Final then being called off, the following process applies:
    - Head to head throughout the season; then
    - Highest competition standing.

## 5.20 ELIGIBILITY FOR FINALS

- 5.20.1 To be eligible for the finals, players must play in the minimum number of games listed below, and the majority of games as a percentage of games played by the team, must not be in a higher grade.
- 5.20.2 Major League A, B & C Grades - 33% of Regular Season games played by the team
- 5.20.3 Games played in Seniors, Masters, and Junior competitions are deemed separate competitions for eligibility purposes and are therefore unable to be counted towards finals eligibility in any other competition.
- 5.20.4 However, ABL players that have been registered with their GBL club prior to 1st January, shall be credited with two (2) games for every ABL playing roster on which they are named after their club registration is effective on the database.
- 5.20.5 Washouts (before the game commences) shall not count as games played in determining a player's eligibility for finals.
- 5.20.6 In respect of forfeits, only the non-forfeiting team shall be credited with eligibility.
- 5.20.7 The lowest grade that a player can participate in a play-off series is that grade in which the player has played the majority of their Regular Season games as a percentage of the games played by the team.

*EXAMPLE: A player who plays 20 games in Major League A Grade when the team has played 40 games has a participation percentage of 50%. The same player who plays 15 games in Major League B Grade when the team has played 20 games has a participation percentage of 75%. Therefore this player would be eligible for Major League B Grade because in this case the majority of games as a percentage have been played in the Major League B grade.*

- 5.20.8 Junior players are permitted to play in senior finals provided they have qualified as per Bylaws above.

## 6 PACIFIC LEAGUE

### 6.1 PREAMBLE

This section outlines the bylaws, rules and playing conditions applicable to the Pacific League competitions. General administration bylaws and those applicable to all levels of competition are contained in **SECTIONS 1 – 4**.

Baseball Queensland (BQ) shall determine the number of clubs and grades in the league based on the number of teams nominated. Clubs that nominate for the Pacific League are required to meet the criteria for that league.

### 6.2 PACIFIC LEAGUE CRITERIA

The criteria for clubs to be eligible to compete in the Pacific League Competition includes requirements in two distinct areas; off field and on field as indicated below.

6.2.1 **Off field** criteria include the following requirements in relation to club governance and administration:

- a) All clubs must provide a current Form N and a letter requesting affiliation with the GBL;
- b) The GBL shall require proof that the club is in current compliance with the Associations Incorporation Act 1981 and supply a copy of the Certification of Incorporation showing the incorporation number;
- c) The club committee is to ensure that all players and volunteers are correctly registered on the IMGSTG database. Meaning they are active and financial. Even though volunteers do not pay a subscription, they are to be placed on the database for insurance purposes. This includes scorers, umpires and coaches;
- d) All volunteers must hold a current Blue Card in accordance with the Act (Working with Children (Risk Management and Screening) Act 2000).

6.2.2 **On field** criteria include the following requirements in relation to player numbers, teams etc:

- a) At least one (1) Pacific League team;
- b) At least ten (10) senior players (18 or over);
- c) All coaches of teams containing junior players must hold a current Blue Card in accordance with the Act (Working with Children (Risk Management and Screening) Act 2000);
- d) Each club is to supply a QBUA trained umpire appropriate to each level of competition and must wear the appropriate uniform as stated in the Bylaws;
- e) Each club is to have an accredited scorer for each level of competition in accordance with the Bylaws;
- f) All clubs must comply with the GBL Ground Evaluation and Light Audit (where applicable);
- g) All players must be active and financial on the IMGSTG database prior to starting in their first game of the season.

### 6.3 GAME DURATION

6.3.1 All Pacific League A Grade games are nine (9) innings (no time limit).

6.3.2 All other Pacific League Grade games are nine (9) innings or two (2) hours, whichever comes first.

6.3.3 The start times and finishing times for Pacific League games shall be:

Grade	Playing Day	Game start time	Game end time
<b>Pacific League A</b>	Sunday - single game	1.00pm	9 innings
<b>Pacific League B</b>	Sunday - single game	10.45am	9 innings or 12.45pm
<b>Pacific League C</b>	Sunday - single game	8.30am	9 innings or 10.30am
<b>Pacific League D</b>	Sunday - single game	8.30am	9 innings or 10.30am

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- 6.3.4 Game times can be flexible after consultation with opposing clubs.
- 6.3.5 Games started without lights can be completed under lights.
- 6.3.6 An inning started shall be completed. An inning starts immediately after the final out of the previous inning.
- 6.3.7 Any game, other than Pacific League A Grade, started late due to less than the minimum number of players being present at the scheduled time, must finish at the original scheduled time. Any game started late due to any other reason shall be played out as per the original time period scheduled.
- 6.3.8 The plate umpire shall be the official timekeeper. The plate umpire may delegate this duty to another umpire or the scorers.

## 6.4 RUN LIMITATION

- 6.4.1 In Pacific League games other than Pacific League A Grade and Pacific League B Grade, the maximum number of runs that can be scored is six (6) runs per inning for the first three (3) innings. If a batter causes the team to score more than six (6) runs during their 'at bat', then the extra runs shall count (ie all runs scored during that particular 'at bat' including prior to, during and after that batter has been involved in a play and until that play has ended).

## 6.5 REGULATION GAME

- 6.5.1 In all Pacific League games, three (3) innings shall constitute a regulation game. Two and a half (2<sup>1</sup>/<sub>2</sub>) innings are sufficient if the home team has scored more runs than the visiting team.
- 6.5.2 A game of fewer than the respective minimum number of innings shall be declared "no game".
- 6.5.3 Games incomplete or not played due to inclement weather or other unsuitable playing conditions shall only be rescheduled if agreed between both teams involved. The time and location of the game shall be agreed and details sent to BQ within seven (7) days of the game not being played. All other bylaws shall apply.

## 6.6 TEN (10) RUN RULE

- 6.6.1 If, in a Pacific League A grade game or a Pacific League B Grade game, a team is leading by ten (10) runs or more after seven (7) equal innings, or six and a half (6<sup>1</sup>/<sub>2</sub>) innings when the home team is leading, then the game shall be called as a complete game.
- 6.6.2 If, in any other grade game, a team is leading by ten (10) runs or more after five (5) complete innings or four and a half (4<sup>1</sup>/<sub>2</sub>) innings when the home team is leading, then the game shall be called as a complete game.

## 6.7 SPEED UP POLICY

- 6.7.1 Teams should make an inning change over within ninety (90) seconds. Players and coaches are encouraged to run to positions.
- 6.7.2 Should either team take longer than ninety (90) seconds from the third out to the pitcher being told to "play" then penalties should apply. If the batting team is at fault, strikes shall be called and if the fielding team is at fault then balls shall be called. This should happen only after a warning is given in the first instance.
- 6.7.3 The twelve (12) second rule for the pitcher shall apply with no runners on base. Refer Official Baseball Rule 5.07(c) Pitcher Delays.

## 6.8 PLAYERS

- 6.8.1 All teams shall field nine (9) players.

- 6.8.2 In Pacific League games other than Pacific League A Grade and Pacific League B Grade, games may commence and continue with a minimum of eight (8) players. In this instance, the ninth (9<sup>th</sup>) spot shall be considered an automatic out.
- 6.8.3 If any team has less than the minimum required number of players at any time, then the game shall be called a forfeit.
- 6.8.4 Any players that are Under 18 eligible may pitch in the U20 competition and any senior competition, provided the junior pitching rules are adhered to.
- 6.8.5 A player shall be listed on the game card when that player enters the game.
- 6.8.6 Before U16 and/or U18 (by age) players are permitted to play senior baseball, they must first fulfil their obligations to the U16 and/or U20 competition. Exceptions to this bylaw must be approved by BQ in writing prior to the commencement of the season and each application shall be treated on a case by case basis.
- 6.8.7 Where two (2) or more teams compete at the same level within a club, the club may not exchange or alternate players among these teams in normal competition or during any final, unless stated otherwise in these Bylaws.

## 6.9 DESIGNATED HITTER

- 6.9.1 A player may play in a Pacific League Grade and DH in a higher level Pacific League Grade.
- 6.9.2 A player may DH in Pacific League Grade and play in a higher Pacific League Grade.
- 6.9.3 The designated hitter shall be deemed to have played in the game for finals or other eligibility purposes.

## 6.10 COURTESY RUNNER

- 6.10.1 All teams may use a courtesy runner for the catcher under the following circumstances:
  - a) There must be two (2) outs;
  - b) A courtesy runner shall be any eligible player not in the game, or a replaced player;
  - c) If no players are available the last player out shall be the runner.
- 6.10.2 A courtesy runner cannot be replaced once on base except for injury or illness.
- 6.10.3 Only a courtesy runner who has played in the field or batted in the line up shall be deemed to have played in the game for finals or other eligibility purposes. No running stats shall be credited to the courtesy runner; they shall be credited to the catcher.

## 6.11 PROTECTIVE EQUIPMENT

- 6.11.1 Any bat boy/girl (must be a minimum of eight (8) years old) in the dugout or on the field must wear a two-eared helmet at ALL TIMES.
- 6.11.2 Protective cups are MANDATORY for ALL male players.
- 6.11.3 Players must wear full protective equipment at all times when catching or warming up a pitcher including mask, helmet, chest protector, throat protector, leg guards and protective cup. Coaches warming up a pitcher are only required to wear a mask and protective cup.
- 6.11.4 All batters and baserunners must wear properly fitted, non-damaged two eared helmets.
- 6.11.5 Base coaches must wear an approved helmet whilst on the field. Base coaches under eighteen (18) years of age must wear a two eared, baseball batting helmet. Base coaches eighteen (18) years or older, may opt to use either a two eared baseball helmet or skull cap style helmet.
- 6.11.6 All clubs must make available a generous supply of SPF 30+ sunscreen.



## 6.12 INJURIES & DISABLED LIST

- 6.12.1 If a player leaving the game due to illness or injury reduces the team to eight (8) players, another player previously replaced may re-enter the game. This can occur only if no new player is available. The re-entered player cannot pitch.
- 6.12.2 Scorers must record on the official game card details of players injured in a game. To prove eligibility for the disabled list, players must forward a medical certificate or a Statutory Declaration to BQ within fourteen (14) days of when the injury occurred. The player shall then be recorded on the disabled list.
- 6.12.3 Players who are injured outside the field of play, e.g. work injuries, training etc. must forward a suitable medical certificate to BQ to be eligible for the disabled list within fourteen (14) days of when the injury occurred.
- 6.12.4 Players on the disabled list shall continue to be credited with game eligibility for finals (within the grade at the time of injury).

## 6.13 BATS

- 6.13.1 All baseball bats must conform to the Official Baseball Rule 3.02.
- 6.13.2 Pacific A Grade shall use wood, wood composite or wood laminate bats only.
- 6.13.3 All other non-wood Pacific leagues shall comply with the following:
  - a) It shall not be more than thirty-six (36) inches in length; nor more than two and five eighths ( $2\frac{5}{8}$ ) inches in diameter, and if wood, not less than fifteen-sixteenths ( $\frac{15}{16}$ ) inches in diameter ( $\frac{7}{8}$  inch for bats less than thirty (30) inches) at its smallest part.
  - b) The bat shall not weigh, numerically, more than three (3) ounces less than the length of the bat (e.g., a thirty-three 33 inch long bat cannot weigh less than thirty (30) ounces).
  - c) All bats not made of a single piece of wood shall meet the Batted Ball Coefficient of Restitution (BBCOR) performance standard, and such bats shall be so labelled with a silkscreen or other permanent certification mark. The certification mark shall be rectangular, a minimum of a half ( $\frac{1}{2}$ ) inch on each side and located on the barrel of the bat in any contrasting colour.
  - d) Aluminium/alloy and composite bats shall be marked as to their material makeup being aluminium/alloy or composite. This marking shall be silkscreen or other permanent certification mark, a minimum of one & a half inch ( $1\frac{1}{2}$ ) on each side and located on the barrel of the bat in any contrasting colour.
  - e) Cracked, dented or otherwise damaged or deformed bats are not permitted. Any metal/alloy bat that does not clearly have the barrel composition marked on it by the manufacturer is not permitted.
- 6.13.4 Females playing in adult non-wood bat leagues shall comply with the following:
  - a) The bat shall be as described in Bylaw 6.13.3 except;
  - b) The bat shall not weigh, numerically, more than five (5) ounces less than the length of the bat (e.g., a thirty-three (33) inch long bat cannot weigh less than twenty-eight (28) ounces).

## 6.14 GAME BALLS

- 6.14.1 The home team shall be responsible for the supply of new balls for each game.
- 6.14.2 Teams must supply only those balls approved by BQ and meet the specifications defined in Official Baseball Rule 3.01.
- 6.14.3 In all Pacific League grades, the home team shall provide two (2) new balls and make available additional balls in good condition.
- 6.14.4 In all grades, the Umpire-in-Chief shall check and approve all game balls before the commencement of and during the game.



## 6.15 UMPIRES

- 6.15.1 All umpires are to be conversant with the Official Baseball Rules and these Bylaws, Rules and Playing Conditions.
- 6.15.2 In Pacific League A Grade, where no QBUA umpires have been appointed, the home team shall provide both umpires. These umpires must be QBUA approved Level 1 and must wear at least the yellow shirt.
- 6.15.3 In all other Pacific League grades, the umpire may be QBUA approved Level 0 and is required to wear the green shirt. The home team shall provide both umpires.
- 6.15.4 For all grades, the Umpire-in-Chief must call from behind the plate. The base umpire must remain standing at all times.
- 6.15.5 Umpires shall not be replaced during a game unless they are injured or ill, or have the agreement of both team coaches.
- 6.15.6 Umpires must be suitably dressed, in the QBUA approved shirt. Umpires must wear enclosed footwear and, in the case of the plate umpire, the necessary protective equipment. Umpires are not permitted to wear club playing uniforms.
- 6.15.7 All umpires, of any level have the same rights and authority. They therefore:
  - a) command the same respect and
  - b) have the same responsibilities to the BQ Judiciary.
- 6.15.8 At the end of each game, Umpire-in-Chief shall complete and sign the official game cards and scorebooks and print their name on the game card.
- 6.15.9 All umpires must complete an incident report for any ejection, or other incident they wish to report. Refer to the Reported Player & Tribunal Procedure.
- 6.15.10 The umpire shall eject any player or official found using any tobacco or alcohol products, or any illicit drugs during a game. This includes any player or official in uniform anywhere within the boundaries of the playing facility.
- 6.15.11 If a player is ejected for any reason and the head coach does not attempt to placate the situation, then the head coach shall be ejected from the game with the player. He shall be required to leave the field of play and take no further part in the game.

## 6.16 SCORERS

- 6.16.1 Each team shall have its own competent scorer. Scorers of both teams must sit together during the game to assist the accurate recording of details in scorebooks.
- 6.16.2 At the completion of the game, each home team scorer shall present the official game card to the Umpire-in-Chief for checking, signing and return to the scorer. All injuries must be annotated on the card with all sections and columns completed. This includes MVP, Fielding Position, Time in/out, Pitches, Innings caught.
- 6.16.3 At all times during a game, scorers must have in their possession the following items:
  - a) An adequate supply of blank Incident Report Forms;
  - b) A blank game card for the relevant grade;
  - c) A copy of the these BQ Bylaws, Rules and Playing Conditions;
  - d) A scorebook;
  - e) Appropriate stationery.

## 6.17 GAME CARDS/RESULTS

- 6.17.1 The home team scorer is responsible for forwarding results to BQ. Both scorers are responsible for the accuracy of the score card.

- 6.17.2 Home team scorer shall ensure that:
- Game cards are fully completed, accurate and legible;
  - Team coach's names are printed in the appropriate place on the card;
  - Umpires-in-Chief and each scorer must sign and print their name in the appropriate place on the card;
  - All names are spelt correctly.
- 6.17.3 The home club shall ensure that they forward the game cards to arrive at BQ no later than the Monday following the game by email (ensure the scanned card is legible – use black pen and print in block letters).

## 6.18 POINTS

- 6.18.1 Premiership win/loss percentages shall be awarded as follows:
- If a game is played, percentages shall be awarded even where some or all of the other games in that grade in that round are washed out.
  - All competitions are by winning percentage, with  $\frac{1}{2}$  a win given for a draw.
- 6.18.2 MVP votes are allocated by agreement between each team coach immediately after the game and noted on the Game Card – Votes are awarded on a 3 votes, 2 votes, 1 vote basis for the best players between each of the two participating teams.

## 6.19 PREMIERSHIPS & FINALS

- 6.19.1 Pacific League A Grade finals games shall be nine (9) innings and played to a result.
- 6.19.2 All other Pacific League grades finals games shall be the same duration as the regular season and played to a result.
- 6.19.3 For all Pacific League Grand Finals:
- In the event of inclement weather, four (4) innings shall constitute a complete game;
  - If the game is called off due to inclement weather, BQ shall reschedule the game;
  - In the event of the rescheduled Grand Final then being called off, the following process applies:
    - Head to head throughout the season;
    - Then highest competition standing.

## 6.20 ELIGIBILITY FOR FINALS

- 6.20.1 To be eligible for the finals, players must play in the minimum number of games listed below, and the majority of games as a percentage of games played by the team, must not be in a higher grade.
- 6.20.2 Pacific League all grades - 33% of qualifying games played by the team.
- 6.20.3 Games played in Seniors, Masters, Women's and Junior competitions are deemed separate competitions for eligibility purposes and are therefore unable to be counted towards finals eligibility in any other competition.
- 6.20.4 Washouts (before the game commences) shall not count as games played in determining a player's eligibility for finals.
- 6.20.5 In respect of forfeits, only the non-forfeiting team shall be credited with eligibility.
- 6.20.6 The lowest grade that a player can participate in a play-off series is that grade in which the player has played the majority of their regular season games as a percentage of the games played by the team.

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*EXAMPLE: A player who plays 18 games in Pacific League A Grade when the team has played 20 games has a participation percentage of 90%. The same player who plays 17 games in Pacific League B Grade when the team has only played 18 games has a participation percentage of 94.4%. Therefore this player would be eligible for Pacific League B Grade because in this case the majority of games as a percentage have been played in the Pacific League B grade.*

- 6.20.7 Junior players are permitted to play in senior finals provided they have qualified as per Bylaws above.
- 6.20.8 If and when a Pacific League Club's lowest team (Pacific League C or D Grade only) has qualified for the finals and the team are unable to field nine (9) eligible players, the team may:
- a) include Masters players or U20 players to field nine (9) players;
  - b) include Masters players or U20 players on the bench solely to replace any player injured which causes the number of players to fall below the minimum (ie eight (8) players);
  - c) NOT play Masters players or U20 players ahead of a qualified player who remains on the bench (if so, the Club will have been deemed to have played an ineligible player and the game will be forfeited. PENALTY - LOSS OF GAME AND FINE).

## 7 MASTERS LEAGUE

### 7.1 PREAMBLE

This section outlines the bylaws, rules and playing conditions applicable to the Masters League competitions. General administration bylaws and those applicable to all levels of competition are contained in **SECTION 1 – GENERAL ADMINISTRATION**.

This is a thirty-five (35) and over league. No players under the age of thirty-five (35) are permitted to play. All players are permitted to play in this league upon reaching their thirty-fifth (35<sup>th</sup>) birthday.

This league shall be formed from clubs nominating teams. Clubs that nominate for the Masters League are required to meet the criteria for that league.

### 7.2 MASTERS LEAGUE CRITERIA

The criteria for clubs to be eligible to compete in the Masters League Competition includes requirements in two distinct areas; off field and on field as indicated below.

7.2.1 **Off field** criteria include the following requirements in relation to club governance and administration:

- a) All clubs must provide a current Form N and a letter requesting affiliation with the GBL;
- b) The GBL shall require proof that the club is in current compliance with the Associations Incorporation Act 1981 and supply a copy of the Certification of Incorporation showing the incorporation number;
- c) The club committee is to ensure that all players and volunteers are correctly registered on the IMGSTG database. Meaning they are active and financial. Even though volunteers do not pay a subscription, they are to be placed on the database for insurance purposes. This includes scorers, umpires and coaches;
- d) All volunteers must hold a current Blue Card in accordance with the *Working with Children (Risk Management and Screening) Act 2000*.

7.2.2 **On field** criteria include the following requirements in relation to player numbers, teams etc:

- a) At least one (1) Masters League team;
- b) At least ten (10) senior players (35 or over);
- c) Each club is to supply a QBUA trained umpire appropriate to each level of competition and must wear the appropriate uniform as stated in the Bylaws;
- d) Each club is to have an accredited scorer for each level of competition in accordance with the Bylaws;
- e) All clubs must comply with the GBL Ground Evaluation and Light Audit (where applicable);
- f) All players must be active and financial on the IMGSTG database prior to starting in their first game of the season.

### 7.3 GAME DURATION

7.3.1 All Masters League games are nine (9) innings or one and a half (1<sup>1/2</sup>) hours, whichever comes first.

7.3.2 The start times and finishing times for Masters League games shall be as advised prior to the start of the season.

7.3.3 An inning started shall be completed. An inning starts immediately after the final out of the previous inning.

7.3.4 Any game started late due to less than the minimum number of players being present at the scheduled time, must finish at the original scheduled time. Any game started late due to any other reason shall be played out as per the original time period scheduled.

# MASTERS LEAGUE

- 7.3.5 The plate umpire shall be the official timekeeper. The plate umpire may delegate this duty to another umpire or the scorers.

## 7.4 RUN LIMITATION

- 7.4.1 In Masters League games, the maximum number of runs that can be scored is six (6) per inning for the first two (2) innings. If a batter causes the team to score more than six (6) runs during their 'at bat', then the extra runs shall count (ie all runs scored during that particular 'at bat' including prior to, during and after that batter has been involved in a play and until that play has ended).

## 7.5 REGULATION GAME

- 7.5.1 In Masters League games, two (2) innings shall constitute a regulation game. One and a half (1<sup>1/2</sup>) innings are sufficient if the home team is leading.
- 7.5.2 A game of fewer than the respective minimum number of innings shall be declared "no game".
- 7.5.3 Games incomplete or not played due to inclement weather or other unsuitable playing conditions shall only be rescheduled if agreed between both teams involved. The time and location of the game shall be agreed and details sent to BQ within seven (7) days of the game not being played. All other bylaws, rules and playing conditions shall apply.

## 7.6 TEN (10) RUN RULE

- 7.6.1 If a team is leading by ten (10) runs or more after five (5) equal innings, or four and a half (4<sup>1/2</sup>) innings when the home team is leading, then the game shall be called as a complete game.

## 7.7 SPEED UP POLICY

- 7.7.1 Teams should make an inning change over within ninety (90) seconds. Players and coaches are encouraged to move quickly to positions.
- 7.7.2 Should either team take longer than ninety (90) seconds from the third out to the pitcher being told to "play" then penalties should apply. If the batting team is at fault, strikes shall be called and if the fielding team is at fault then balls shall be called. This should happen only after a warning is given in the first instance.
- 7.7.3 The twelve (12) second rule for the pitcher shall apply with no runners on base. Refer Official Baseball Rule 5.07(c) Pitcher Delays.

## 7.8 PLAYERS

- 7.8.1 All teams shall field nine (9) players.
- 7.8.2 Masters League grade may commence games and continue with a minimum of eight (8) players. In this instance, the ninth (9<sup>th</sup>) spot shall be considered an automatic out.
- 7.8.3 If any team has less than the minimum required number of players at any time, then the game shall be called a forfeit.
- 7.8.4 A player shall be listed on the game card when that player enters the game.
- 7.8.5 Where two (2) or more teams compete at the same level within a club, the club may not exchange or alternate players among these teams in normal competition or during any final, unless stated otherwise in these Bylaws.

## 7.9 DESIGNATED HITTER / 10 BATTER RULE

- 7.9.1 A Designated Hitter (DH) is available for Masters competitions with the following amendment:
- "The game pitcher may be substituted to bat or run for any player but the designated hitter rule shall then terminate."

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- 7.9.2 The DH shall not be eligible for Most Valuable Player votes.
- 7.9.3 In Masters League games, teams MAY use a ten (10) player batting line-up if they have ten (10) or more players available.
- 7.9.4 The tenth batter:
  - a) a) must stay in place for the complete game; and
  - b) b) may appear in any batting position.

## 7.10 COURTESY RUNNER

- 7.10.1 All teams may use a courtesy runner for the catcher under the following circumstances:
  - a) There must be two (2) outs
  - b) A courtesy runner shall be any eligible player not in the game, or a replaced player.
  - c) If no players are available the last player out shall be the runner
- 7.10.2 A courtesy runner cannot be replaced once on base except for injury or illness.
- 7.10.3 Only a courtesy runner who has played in the field or batted in the line up shall be deemed to have played in the game for finals or other eligibility purposes. No running stats shall be credited to the courtesy runner; they shall be credited to the catcher.
- 7.10.4 A runner who replaces a player who is injured or unable to run shall not be permitted to steal bases. PENALTY – THE RUNNER IS CALLED OUT.

## 7.11 PROTECTIVE EQUIPMENT

- 7.11.1 Any bat boy/girl (must be a minimum of eight (8) years old) in the dugout or on the field must wear a two-eared helmet at ALL TIMES.
- 7.11.2 Protective cups are MANDATORY for ALL male players.
- 7.11.3 Players must wear full protective equipment at all times when catching or warming up a pitcher including mask, helmet, chest protector, throat protector, leg guards and protective cup. Coaches warming up a pitcher are only required to wear a mask and protective cup.
- 7.11.4 All batters and baserunners must wear properly fitted, non-damaged two eared helmets.
- 7.11.5 Base coaches must wear an approved helmet whilst on the field. Base coaches under eighteen (18) years of age must wear a two eared, baseball batting helmet. Base coaches eighteen (18) years or older, may opt to use either a two eared baseball helmet or skull cap style helmet.
- 7.11.6 All clubs must make available a generous supply of SPF 30+ sunscreen.

## 7.12 INJURIES & DISABLED LIST

- 7.12.1 If a player leaving the game due to illness or injury reduces the team to eight (8) players, another player previously replaced may re-enter the game. This can occur only if no new player is available. The re-entered player cannot pitch.
- 7.12.2 Scorers must record on the official game card details of players injured in a game. To prove eligibility for the disabled list, players must forward a medical certificate or a Statutory Declaration to BQ within fourteen (14) days of when the injury occurred. The player shall then be recorded on the disabled list.
- 7.12.3 Players who are injured outside the field of play, e.g. work injuries, training etc. must forward a suitable medical certificate to BQ to be eligible for the disabled list within fourteen (14) days of when the injury occurred.
- 7.12.4 Players on the disabled list shall continue to be credited with game eligibility for finals (within the grade at the time of injury).

# MASTERS LEAGUE

## 7.13 BATS

7.13.1 All baseball bats must conform to the Official Baseball Rule 3.02.

7.13.2 All Masters Leagues shall comply with the following:

- f) It shall not be more than thirty-six (36) inches in length; nor more than two and five eighths ( $2\frac{5}{8}$ ) inches in diameter, and if wood, not less than fifteen-sixteenths ( $\frac{15}{16}$ ) inches in diameter ( $\frac{7}{8}$  inch for bats less than thirty (30) inches) at its smallest part.
- g) The bat shall not weigh, numerically, more than three (3) ounces less than the length of the bat (e.g., a thirty-three (33) inch long bat cannot weigh less than thirty (30) ounces).
- h) All bats not made of a single piece of wood shall meet the Batted Ball Coefficient of Restitution (BBCOR) performance standard, and such bats shall be so labelled with a silkscreen or other permanent certification mark. The certification mark shall be rectangular, a minimum of a half ( $\frac{1}{2}$ ) inch on each side and located on the barrel of the bat in any contrasting colour.
- i) Aluminium/alloy and composite bats shall be marked as to their material makeup being aluminium/alloy or composite. This marking shall be silkscreen or other permanent certification mark, a minimum of one and a half ( $1\frac{1}{2}$ ) inch on each side and located on the barrel of the bat in any contrasting colour.
- j) Cracked, dented or otherwise damaged or deformed bats are not permitted. Any metal/alloy bat that does not clearly have the barrel composition marked on it by the manufacturer is not permitted.

7.13.3 Females playing in adult non-wood bat leagues shall comply with the following:

- a) The bat shall be as described in Bylaw 7.13.2 except;
- b) The bat shall not weigh, numerically, more than five (5) ounces less than the length of the bat (e.g., a thirty-three (33) inch long bat cannot weigh less than twenty-eight (28) ounces).

## 7.14 GAME BALLS

7.14.1 The home team shall be responsible for the supply of new balls for each game.

7.14.2 Teams must supply only those balls approved by BQ and meet the specifications defined in Official Baseball Rule 3.01.

7.14.3 In all Masters League grades, the home team shall provide two (2) new balls and make available additional balls in good condition.

7.14.4 In all grades, the Umpire-in-Chief shall check and approve all game balls before the commencement of and during the game.

## 7.15 UMPIRES

7.15.1 All umpires are to be conversant with the Official Baseball Rules and these Bylaws, Rules and Playing Conditions.

7.15.2 In all Masters League games, the home team shall provide the plate and the away team the base umpire. These umpires must be QBUA approved minimum Level 0 (including those qualified to wear the green or yellow shirt).

7.15.3 For all Grades, the Umpire-in-Chief must call from behind the plate. The base umpire must remain standing at all times.

7.15.4 Umpires shall not be replaced during a game unless they are injured or ill, or have the agreement of both team coaches.

7.15.5 Umpires must be suitably dressed, in the QBUA approved shirt. Umpires must wear enclosed footwear and, in the case of the plate umpire, the necessary protective equipment. Umpires are not permitted to wear club playing uniforms.

7.15.6 All umpires, of any level have the same rights and authority. They therefore:

# MASTERS LEAGUE

- a) command the same respect and
  - b) have the same responsibilities to the BQ Judiciary.
- 7.15.7 At the end of each game, Umpire-in-Chief shall complete and sign the official game cards and scorebooks and print their name on the game card.
- 7.15.8 All umpires must complete an incident report for any ejection, or other incident they wish to report. Refer to the Reported Player & Tribunal Procedure.
- 7.15.9 The umpire shall eject any player or official found using any tobacco or alcohol products, or any illicit drugs during a game. This includes any player or official in uniform anywhere within the boundaries of the playing facility.
- 7.15.10 If a player is ejected for any reason and the head coach does not attempt to placate the situation, then the head coach shall be ejected from the game with the player. He shall be required to leave the field of play and take no further part in the game.

## 7.16 SCORERS

- 7.16.1 Each team shall have its own competent scorer. Scorers of both teams must sit together during the game to assist the accurate recording of details in scorebooks.
- 7.16.2 At the completion of the game, each home team scorer shall present the official game card to the Umpire-in-Chief for checking, signing and return to the scorer. All injuries must be annotated on the card with all sections and columns completed. This includes MVP, Fielding Position, Time in/out, Pitches, Innings caught.
- 7.16.3 At all times during a game, scorers must have in their possession the following items:
- a) An adequate supply of blank Incident Report Forms;
  - b) A blank game card for the relevant grade;
  - c) A copy of these BQ Bylaws, Rules and Playing Conditions;
  - d) A scorebook;
  - e) Appropriate stationery.

## 7.17 GAME CARDS/RESULTS

- 7.17.1 The home team scorer is responsible for forwarding results to BQ. Both scorers are responsible for the accuracy of the score card.
- 7.17.2 Home team scorer shall ensure that:
- a) Game cards are fully completed, accurate and legible;
  - b) Team coach's names are printed in the appropriate place on the card;
  - c) Umpires-in-Chief and each scorer must sign and print their name in the appropriate place on the card;
  - d) All names are spelt correctly.
- 7.17.3 The home club shall ensure that they forward the game cards to arrive at BQ no later than the Monday following the game by email (ensure the scanned card is legible – use black pen and print in block letters).

## 7.18 POINTS

- 7.18.1 Premiership win/loss percentages shall be awarded as follows:
- a) If a game is played, percentages shall be awarded even where some or all of the other games in that grade in that round are washed out.
  - b) All competitions are by winning percentage, with  $\frac{1}{2}$  a win given for a draw.



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- 7.18.2 MVP votes are allocated by agreement between each team coach immediately after the game and noted on the Game Card – Votes are awarded on a 3 votes, 2 votes, 1 vote basis for the best players between each of the two participating teams.

## 7.19 PREMIERSHIPS & FINALS

- 7.19.1 All Masters League finals games shall be the same duration as the regular season and played to a result.
- 7.19.2 For all Masters League Grand Finals:
- a) In the event of inclement weather, three (3) innings shall constitute a complete game.
  - b) If the game is a called off due to inclement weather, BQ shall reschedule the game.
  - c) In the event of the rescheduled Grand Final then being called off, the following process applies:
    - a. Head to head throughout the season;
    - b. Then highest competition standing.

## 7.20 ELIGIBILITY FOR FINALS

- 7.20.1 To be eligible for the finals, players must play in the minimum number of games listed below.
- 7.20.2 Masters League all grades - 33% of qualifying games played by the team.
- 7.20.3 Games played in Seniors, Masters, Women's and Junior competitions are deemed separate competitions for eligibility purposes and are therefore unable to be counted towards finals eligibility in any other competition.
- 7.20.4 Washouts (before the game commences) shall not count as "games played" in determining a player's eligibility for finals.
- 7.20.5 In respect of forfeits, only the non-forfeiting team shall be credited with eligibility.

# JUNIOR COMPETITION

## 8 JUNIOR COMPETITION

### 8.1 PREAMBLE

This section outlines the bylaws, rules and playing conditions applicable to the Junior Competition. General administration bylaws and those applicable to all levels of competition are contained in **SECTIONS 1 – 4**.

Baseball Queensland (BQ) shall determine the number of divisions required for each age group. The junior competitions shall be formed from clubs nominating teams. Clubs that nominate for the Junior Competition are required to meet the criteria for that competition.

### 8.2 JUNIOR COMPETITION CRITERIA

The criteria for clubs to be eligible to compete in the Junior Competition include requirements in two distinct areas; off field and on field as indicated below.

8.2.1 **Off field** criteria include the following requirements in relation to club governance and administration:

- a) All clubs must provide a current Form N and a letter requesting affiliation with the GBL;
- b) The GBL shall require proof that the club is in current compliance with the Associations Incorporation Act 1981 and supply a copy of the Certification of Incorporation showing the incorporation number;
- c) The club committee is to ensure that all players and volunteers are correctly registered on the IMGSTG database meaning they are active and financial. Even though volunteers do not pay a subscription, they are to be placed on the database for insurance purposes. This includes scorers, umpires and coaches;
- d) All volunteers must hold a current Blue Card in accordance with the *Working with Children (Risk Management and Screening) Act 2000*.

8.2.2 **On field** criteria include the following requirements in relation to player numbers, teams etc:

- a) At least one (1) Junior Competition team;
- b) At least ten (10) junior players;
- c) All coaches of teams containing junior players must hold a current Blue Card in accordance with the *Working with Children (Risk Management and Screening) Act 2000*;
- d) Each club is to supply a QBUA trained umpire appropriate to each level of competition and must wear the appropriate uniform as stated in the Bylaws;
- e) Each club is to have an accredited scorer for each level of competition in accordance with the Bylaws;
- f) All clubs must comply with the GBL Ground Evaluation and Light Audit (where applicable);
- g) All players must be active and financial on the IMGSTG database prior to starting in their first game of the season.

### 8.3 JUNIOR GAME DURATION

8.3.1 The start times and finishing times for junior games shall be as published in the schedule on the Baseball Queensland website. Unless shown otherwise game times and duration shall be as follows:

Grade	Playing Day	Game start time	Game end time
Under 20 - Div 1 & 2	Saturday	3:00pm	9 innings or 5:00pm
Under 16 - Div 1 & 2	Saturday	12:30pm	9 innings or 2:30pm
Under 14 - Div 1 & 2	Saturday	10:15am	9 innings or 12:15pm
Under 12 - Div 1	Saturday	8:00am	7 innings or 10:00am
Under 12 - Div 2	Saturday	8:00am	7 innings or 9:30am

# JUNIOR COMPETITION

- 8.3.2 Game times can be flexible after consultation with opposing clubs.
- 8.3.3 Games started without lights can be completed under lights.
- 8.3.4 An inning started before the game end time must be completed. An inning starts immediately after the final out of the previous innings.
- 8.3.5 Any game started late due to less than the minimum number of players being present at the scheduled time, must finish at the original scheduled time. Any game started late due to any other reason shall be played out as per the original time period scheduled.
- 8.3.6 The plate umpire shall be the official timekeeper. The plate umpire may delegate this duty to another umpire or the scorers.

## 8.4 RUN LIMITATIONS

- 8.4.1 In all Under 12 Division 2, Under 14 Division 2 and U16 Division 2 games the maximum number of runs that can be scored is six (6) per inning. If a batter causes the team to score more than six (6) runs during their 'at bat', then the extra runs shall count (ie all runs scored during that particular 'at bat' including prior to, during and after that batter has been involved in a play and until that play has ended).

## 8.5 REGULATION GAME

- 8.5.1 In all junior games, three (3) innings (two and a half (2<sup>1</sup>/<sub>2</sub>) if the home team is leading) or sixty-five (65) minutes of play shall constitute a regulation game.
- 8.5.2 A game of fewer than the respective minimum number of innings (or time) must be declared a "no game".
- 8.5.3 Games incomplete or not played due to inclement weather or other unsuitable playing conditions shall only be rescheduled if agreed between both teams involved. The time and location of the game shall be agreed and details sent to BQ within seven (7) days of the game not being played. All other bylaws, rules and playing conditions shall apply.

## 8.6 TEN (10) RUN RULE

- 8.6.1 In all junior games, the game shall be called as a complete game if a team is leading by ten (10) runs or more:
  - a) after five (5) equal innings, or four and a half (4<sup>1</sup>/<sub>2</sub>) innings when the home team is leading, OR
  - b) after 1hr and 45mins with equal innings, or the bottom of the inning if the home team is leading.

## 8.7 SPEED UP POLICY

- 8.7.1 Teams should make an inning change over within ninety (90) seconds. Players and coaches are encouraged to run to positions.
- 8.7.2 Should either team take longer than ninety (90) seconds from the third out to the pitcher being told to "play" then penalties should apply. If the batting team is at fault, strikes shall be called and if the fielding team is at fault then balls shall be called. This should happen only after a warning is given in the first instance.
- 8.7.3 Pitchers warm up coming from the field should be encouraged, but is at the discretion of the umpire. Warm up players for possible pitching changes during the offensive half of the inning.
- 8.7.4 The twelve (12) second rule for the pitcher shall apply with no runners on base. refer Official baseball Rule 5.07 (c) Pitcher Delays.

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## 8.8 PLAYERS

- 8.8.1 All teams shall field nine (9) players.
- 8.8.2 Junior Competition grades may commence games and continue with a minimum of eight (8) players. In this instance, the ninth (9<sup>th</sup>) spot shall be considered an automatic out.
- 8.8.3 If any team has less than the minimum required number of players at any time, then the game shall be called a forfeit.
- 8.8.4 A player shall be listed on the game card when that player enters the game.
- 8.8.5 Junior players may move between teams in the same junior grade in the same club only to avert a possible forfeit when one of those teams has a bye.
- 8.8.6 Players in the U12 and U14 age groups MUST start and play a full game in at least 25% of the team's officially scheduled games. *(Strategic coaching replacements in junior baseball, especially at these levels are not encouraged, as they detract from player development).*
- 8.8.7 Each junior player MUST play at least 50% of the time allowed for that junior fixture. *(NOTE: A five (5) minute leeway either side of the time shall be permitted).*

## 8.9 DESIGNATED HITTER / 10 BATTER RULE

- 8.9.1 There is no designated hitter for the pitcher in junior baseball.
- 8.9.2 U12, U14, and U16 teams MUST use a ten (10) player batting line-up if they have ten (10) or more players available.
- 8.9.3 U20 teams MAY use a ten (10) player batting line-up if they have ten (10) or more players available at the discretion of each team's coach / manager.
- 8.9.4 The tenth batter:
  - a) must stay in place for the complete game;
  - b) may appear in any batting position;
  - c) must enter the game in defence at the half way point;
  - d) is for player development ONLY and shall not count towards participation until they appear on the field.
- 8.9.5 In cases where teams have just nine (9) players, players of a younger age group may play up as the 10th batter provided they do not take the position of a player who should rightfully be playing in that age group except in the case of injury or ejection.
- 8.9.6 The batting position of players may NOT be changed at any point during a game; only the fielding positions are changed.
- 8.9.7 In junior baseball, once batters have faced a pitch during any time at bat, they cannot be replaced during that at bat, except in the case of an injury to the batter.
- 8.9.8 Batters are prohibited from throwing the bat. This is an umpire's judgement call. Offenders and their coaches are to be cautioned on the first offence. A second offence by the same batter shall result in the batter being called out and all other runners returned to their bases last legally occupied.

## 8.10 COURTESY RUNNER

- 8.10.1 In junior games (including U20) it is **MANDATORY** for teams use a courtesy runner for the catcher after two (2) outs and:
  - a) A courtesy runner shall be any eligible player not in the game, or a replaced player;
  - b) If no players are available the last player out shall be the runner.
- 8.10.2 A courtesy runner cannot be replaced once on base except for injury or illness.

# JUNIOR COMPETITION

- 8.10.3 Only a courtesy runner who has played in the field or batted in the line up shall be deemed to have played in the game for finals or other eligibility purposes. No running stats shall be credited to the courtesy runner; they shall be credited to the catcher.

## 8.11 PROTECTIVE EQUIPMENT

- 8.11.1 Any bat boy/girl (must be a minimum of eight (8) years old) in the dugout or on the field must wear a two-eared helmet at ALL TIMES.
- 8.11.2 Protective cups are MANDATORY for ALL male players.
- 8.11.3 Players must wear full protective equipment at all times when catching or warming up a pitcher including mask, helmet, chest protector, throat protector, leg guards and protective cup. Coaches warming up a pitcher are only required to wear a mask and protective cup.
- 8.11.4 All batters and baserunners must wear properly fitted, non-damaged two eared helmets.
- 8.11.5 Base coaches must wear an approved helmet whilst on the field. Base coaches under eighteen (18) years of age must wear a two eared, baseball batting helmet. Base coaches eighteen (18) years or older, may opt to use either a two eared baseball helmet or skull cap style helmet.
- 8.11.6 All clubs must make available a generous supply of SPF 30+ sunscreen.

## 8.12 INJURIES & DISABLED LIST

- 8.12.1 If a player leaving the game due to illness or injury reduces the team to eight (8) players, another player previously replaced may re-enter the game. This can occur only if no new player is available. The re-entered player cannot pitch.
- 8.12.2 Scorers must record on the official game card details of players injured in a game. To prove eligibility for the disabled list, players must forward a medical certificate or a Statutory Declaration to BQ within fourteen (14) days of when the injury occurred. The player shall then be recorded on the disabled list.
- 8.12.3 Players who are injured outside the field of play, e.g. work injuries, training etc. must forward a suitable medical certificate to BQ to be eligible for the disabled list within fourteen (14) days of when the injury occurred.
- 8.12.4 Players on the disabled list shall continue to be credited with game eligibility for finals (within the grade at the time of injury).

## 8.13 BATS

- 8.13.1 All Junior Competition baseball bats must conform to the Little League Baseball Rule 1.10.
- 1.10 - The bat must be a baseball bat, which meets Little League specifications, and standards as noted in this rule. It shall be a smooth, rounded stick and made of wood or of material and colour tested and proved acceptable to Little League standards.
- 8.13.2 U12 bats to comply with Little League (Major) and below:
- It shall not be more than thirty three (33) inches in length nor more than two and one quarter ( $2\frac{1}{4}$ ) inches in diameter.
- Non-wood bats shall be labelled with a BPF (bat performance factor) of 1.15 or less.
- EXCEPTION: Little League (Major) and below, for regular season play and Tournament, composite barrel bats are prohibited unless approved by Little League International. A list of approved and licensed composite barrel bats can be found on the Little League website at [www.LittleLeague.org/batlist](http://www.LittleLeague.org/batlist).
- 8.13.3 U14 bats to comply with Junior League
- It shall not be more than thirty-four (34) inches in length; nor more than  $2\frac{5}{8}$  inches in diameter, and if wood, not less than fifteen sixteenths ( $\frac{15}{16}$ ) inches in diameter ( $\frac{7}{8}$  inch for bats less than thirty (30) inches) at its smallest part.
- All composite barrel bats shall meet the Batted Ball Coefficient of Restitution (BBCOR) performance standard, and such bats shall be so labelled with a silkscreen or other permanent certification mark. The

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certification mark shall be rectangular, a minimum of a half-inch ( $\frac{1}{2}$ ) on each side and located on the barrel of the bat in any contrasting colour.

If a  $2\frac{1}{4}$  barrel bat has no composite materials, it may be used provided it is labelled with a BPF (bat performance factor) of 1.15 or less.

(NOTE: Solid wooded barrel bats do not require a BPF label.)

## 8.13.4 U16, U18, U20 bats to comply with Senior League

It shall not be more than 36 inches in length; nor more than  $2\frac{5}{8}$  inches in diameter, and if wood, not less than fifteen sixteenths ( $\frac{15}{16}$ ) inches in diameter ( $\frac{7}{8}$  inch for bats less than thirty (30) inches) at its smallest part.

The bat shall not weigh, numerically, more than three ounces less than the length of the bat (e.g., a thirty-three (33) inch long bat cannot weigh less than thirty (30) ounces).

All bats not made of a single piece of wood shall meet the Batted Ball Coefficient of Restitution (BBCOR) performance standard, and such bats shall be so labelled with a silkscreen or other permanent certification mark. The certification mark shall be rectangular, a minimum of a half-inch on each side and located on the barrel of the bat in any contrasting colour.

Aluminium/alloy and composite bats shall be marked as to their material makeup being aluminium/alloy or composite. This marking shall be silkscreen or other permanent certification mark, a minimum of one & half inch ( $1\frac{1}{2}$ ) on each side and located on the barrel of the bat in any contrasting colour.

## 8.14 GAME BALLS

8.14.1 The home team shall be responsible for the supply of new balls for each game.

8.14.2 Teams must supply only those balls approved by BQ and meet the specifications defined in Official Baseball Rule 3.01.

8.14.3 In all Junior Competition grades, the home team shall provide two (2) new balls and make available additional balls in good condition.

8.14.4 In all grades, the Umpire-in-Chief shall check and approve all game balls before the commencement of and during the game.

## 8.15 UMPIRES

8.15.1 All umpires are to be conversant with the Official Rules of Baseball and these Bylaws, Rules and Playing Conditions.

8.15.2 In all Junior Competition grades, the home team shall provide the plate and the away team the base umpire. These umpires must be QBUA approved minimum Level 0 (including those qualified to wear the green or yellow shirt).

8.15.3 For all Grades, the Umpire-in-Chief must call from behind the plate. The base umpire must remain standing at all times.

8.15.4 Umpires shall not be replaced during a game unless they are injured or ill, or have the agreement of both team coaches.

8.15.5 Umpires must be suitably dressed, in the QBUA approved shirt. Umpires must wear enclosed footwear and, in the case of the plate umpire, the necessary protective equipment. Umpires are not permitted to wear club playing uniforms.

8.15.6 All umpires, of any level have the same rights and authority. They therefore:

- a) command the same respect and
- b) have the same responsibilities to the BQ Judiciary.

8.15.7 At the end of each game, Umpire-in-Chief shall complete and sign the official game cards and scorebooks and print their name on the game card.

# JUNIOR COMPETITION

- 8.15.8 All umpires must complete an incident report for any ejection, or other incident they wish to report. Refer to the Reported Player & Tribunal Procedure.
- 8.15.9 The umpire shall eject any player or official found using any tobacco or alcohol products, or any illicit drugs during a game. This includes any player or official in uniform anywhere within the boundaries of the playing facility.
- 8.15.10 If a player is ejected for any reason and the head coach does not attempt to placate the situation, then the head coach shall be ejected from the game with the player. He shall be required to leave the field of play and take no further part in the game.
- 8.15.11 No member of either coaching staff is permitted to umpire unless agreed upon by both teams.
- 8.15.12 Junior players 13 years and above may umpire games, but only below their own age level. If they are the home plate umpire they must wear at least a mask (with dangling throat protector), chest protector, leggings and protective cup.
- 8.15.13 After two (2) coaching visits to the mound in one inning, the umpire is to direct the pitcher to leave the game. However, if the coach approaches the umpire and moves the pitcher to another fielding position, the umpire is not required to direct the pitcher to leave the game.

## 8.16 SCORERS

- 8.16.1 Each team shall have its own competent scorer. Scorers of both teams must sit together during the game to assist the accurate recording of details in scorebooks.
- 8.16.2 At the completion of the game, each home team scorer shall present the official game card to the Umpire-in-Chief for checking, signing and return to the scorer. All injuries must be annotated on the card with all sections and columns completed. This includes MVP, Fielding Position, Time in/out, Pitches, Innings caught.
- 8.16.3 At all times during a game, scorers must have in their possession the following items:
  - a) An adequate supply of blank Incident Report Forms;
  - b) A blank game card for the relevant grade;
  - c) A copy of these BQ Bylaws, Rules and Playing Conditions;
  - d) A scorebook;
  - e) Appropriate stationery.

## 8.17 GAME CARDS/RESULTS

- 8.17.1 The home team scorer is responsible for forwarding results to BQ. Both scorers are responsible for the accuracy of the score card.
- 8.17.2 Home team scorer shall ensure that:
  - a) Game cards are fully completed, accurate and legible;
  - b) Team coach's names are printed in the appropriate place on the card;
  - c) Umpires-in-Chief and each scorer must sign and print their name in the appropriate place on the card;
  - d) All names are spelt correctly.
- 8.17.3 The home club shall ensure that they forward the game cards to arrive at BQ no later than the Monday following the game by email (ensure the scanned card is legible – use black pen and print in block letters).

## 8.18 POINTS

- 8.18.1 Premiership win/loss percentages shall be awarded as follows:



# JUNIOR COMPETITION

- a) If a game is played, percentages shall be awarded even where some or all of the other games in that grade in that round are washed out.
  - b) All competitions are by winning percentage, with  $\frac{1}{2}$  a win given for a draw.
- 8.18.2 MVP votes are allocated by agreement between each team coach immediately after the game and noted on the Game Card – Votes are awarded on a 3 votes, 2 votes, 1 vote basis for the best players between each of the two participating teams.

## 8.19 PREMIERSHIPS & FINALS

- 8.19.1 All Junior Competition finals games shall be the same duration as the regular season and played to a result.
- 8.19.2 For Junior Grand Finals:
- a) In the event of inclement weather, four (4) innings shall constitute a complete game.
  - b) If the game is called off due to inclement weather, BQ shall reschedule the game.
  - c) In the event of the rescheduled Grand Final then being called off, the following process applies:
    - a. Head to head throughout the season;
    - b. Then highest competition standing.

## 8.20 ELIGIBILITY FOR FINALS

- 8.20.1 To be eligible for the finals, players must play in the minimum number of games listed below.
- 8.20.2 Junior Competition all grades - 33% of qualifying games played by the team.
- 8.20.3 Washouts (before the game commences) shall not count as games played in determining a player's eligibility for finals.
- 8.20.4 In respect of forfeits, only the non-forfeiting team shall be credited with eligibility.
- 8.20.5 Players can play only in the level immediately above their registered level during finals.

## 8.21 IMMINENT PLAY RULE

- 8.21.1 For all junior games (including U18 and U20), if a play is imminent, runners must slide at 2nd and 3rd bases and home plate.
- 8.21.2 At home plate, the runner should be encouraged to slide feet first. No penalty shall be applied for sliding head first.
- 8.21.3 The penalty for any runner that fails to attempt to slide on an imminent play, is the runner shall be called out. (*Scorers are advised to record it as an out for interference*).

*NOTE: The intent of this rule is to avoid collisions between base runners and fielders. This being the case, an imminent play is defined as: Any situation where the Umpire determines a fielder, a base runner and the baseball shall all arrive near a base, in a timeframe that may require the Umpire to make a safe/out call.*

- 8.21.4 This Rule does not apply to runners returning to the base on a pickoff attempt.

## 8.22 PITCHING AND CATCHING RESTRICTIONS

- 8.22.1 The following pitching and catching restrictions apply to all Junior competitions.
- 8.22.2 Any player on a regular season team may pitch. There is no limit to the number of pitchers a team may use in a game.



# JUNIOR COMPETITION

- 8.22.3 A pitcher once removed from the mound cannot return as a pitcher. (Exception: U14, U16, and U20 age groups - A pitcher remaining in the game, but moving to a different position, can return as a pitcher anytime in the remainder of the game, but only once per game).
- 8.22.4 The coach / manager must remove the pitcher when that pitcher reaches the limit for their age group as noted below, but the pitcher may remain in the game at another position. Refer also 8.22.8.

Age Group	Pitches per day
Under 12	75 pitches per day
Under 14	85 pitches per day
Under 16	95 pitches per day
Under 20	105 pitches per day

- 8.22.5 All coaches / managers should make changes between innings when possible. (It is recommended that pitchers should not start the next inning if 10 or less pitches remain before reaching this maximum. This also allows for the next incoming pitcher to be prepared adequately).
- 8.22.6 Under 12 and Under 14 pitchers must adhere to the following rest period requirements:

Pitches in a day	Mandatory rest period requirements
66 or more	Four (4) calendar days of rest must be observed
51 - 65	Three (3) calendar days of rest must be observed
36 - 50	Two (2) calendar days of rest must be observed
21 - 35	One (1) calendar day of rest must be observed
1 - 20	Zero (0) calendar days of rest must be observed
1 - 20 on consecutive days	One (1) calendar day of rest must be observed

- 8.22.7 Under 16 and Under 20 pitchers must adhere to the following rest period requirements:

Pitches in a day	Mandatory rest period requirements
76 or more	Four (4) calendar days of rest must be observed
61 - 75	Three (3) calendar days of rest must be observed
46 - 60	Two (2) calendar days of rest must be observed
31 - 45	One (1) calendar day of rest must be observed
1 - 30	Zero (0) calendar days of rest must be observed
1 - 30 on consecutive days	One (1) calendar day of rest must be observed

- 8.22.8 If a pitcher reaches the limit imposed in for pitches per day (8.22.4) or the mandatory rest period thresholds (8.22.5 and 8.22.6) for their league age while facing a batter, the pitcher may continue to pitch (without penalty) until any one of the following occur:
- That batter reaches base;
  - That batter is put out;
  - The third out is made to complete the half-inning.

# JUNIOR COMPETITION

- 8.22.9 For each game the scorer or another game official shall be designated as the official pitch count recorder.
- 8.22.10 The pitch count recorder shall provide the current pitch count for any pitcher when requested by either coach / manager or any umpire. However, the coach / manager is responsible for knowing when their pitcher must be removed.
- 8.22.11 The official pitch count recorder should inform the umpire-in-chief when a pitcher has delivered their maximum limit of pitches for the game. The umpire-in-chief should then inform the pitcher's coach / manager that the pitcher must be removed. Refer also 8.22.8.
- 8.22.12 Failure by the pitch count recorder to notify the umpire-in-chief, and/or the failure of the umpire-in-chief to notify the coach / manager, does not relieve the coach / manager of their responsibility to remove a pitcher when that pitcher is no longer eligible.
- 8.22.13 A pitcher who delivers forty-one (41) or more pitches in a game cannot play the position of catcher for the remainder of that day.
- 8.22.14 A catcher who plays the position of catcher for four (4) or more innings is ineligible to pitch for the remainder of that day.
- 8.22.15 No junior player (including U20 comp and U18 players in senior baseball) may catch in more than two games in any given day.
- 8.22.16 A player may not pitch in more than one game in a day. (Exception: In U20, a player may be used as a pitcher in up to two (2) games in a day.)
- 8.22.17 Pitches delivered in games declared "Regulation Tie Games" or "Suspended Games" shall be charged against pitcher's eligibility.
- 8.22.18 In suspended games resumed on another day, the pitchers of record at the time the game was halted may continue to pitch to the extent of their eligibility for that day, provided said pitcher has observed the required days of rest.
- 8.22.19 Any player sixteen (16) to nineteen (19) years of age (by Dec 31 in the year the season begins) that pitches at any level, including senior baseball must adhere to the U20 pitch limits.
- 8.22.20 It is STRONGLY recommended that pitchers at the junior levels throw at least 75% fastballs throughout the season.
- 8.22.21 It is strongly recommended that junior pitchers not pitch in excess of  $\frac{1}{3}$  of their game maximum in any single inning.
- 8.22.22 After a pitching change a maximum of eight (8) warm up pitches or ninety (90) seconds shall be allowed.
- 8.22.23 There are no balks at the U12 level.

## 8.23 BASE RUNNING (UNDER 12)

- 8.23.1 Baserunners may not leave their base until the pitch crosses the front of home plate.  
PENALTY - Should the umpire observe such an infringement, the runner is sent back to the base last legally occupied. If the pitch is hit into fair territory, the infringing runner is ruled out. All other plays resulting from that hit shall stand.
- 8.23.2 Coaches MUST NOT encourage their players to take extra bases in a 'suicide' manner with the intention of enticing an overthrow. This is a breach of the Coaches Code of Conduct and could result in the runner(s) involved being called out, the coach being ejected, or both.

## 8.24 BATTING (UNDER 12, DIV 2)

- 8.24.1 There is no dropped third strike in U12 Div 2. i.e if the catcher drops the third strike the hitter is automatically out.
- 8.24.2 In the event that the count upon a batter in the Under 12 Div II competition reaches ball four (4), the batter shall utilise a batting tee to hit the ball in play. When the tee is used the following shall apply:

# JUNIOR COMPETITION

- a) The batter cannot bunt. Any ball that fails to travel at least fifteen (15) feet from home plate shall be called foul.
- b) The catcher must take up position in the catcher's box.
- c) The pitcher must stand behind the pitchers plate.
- d) The coach shall place the ball on a tee.
- e) The batted ball shall remain in play with all regular rules in effect.
- f) When the tee is in use, the runners are not permitted to advance until the ball has been batted.
- g) The batter continues their turn at bat until they hit the ball in play – The batter cannot be struck out.

## **8.25 AGE QUALIFICATIONS**

- 8.25.1 The cut-off date for all club baseball age groups is 31st December in the year the season begins.
- 8.25.2 All registered players are required to show proof of age upon initial registration with a club.

# BEHAVIOUR MANAGEMENT

## 9 BEHAVIOUR MANAGEMENT

### 9.1 JUDICIARY

- 9.1.1 Refer to Baseball Queensland Reported Players and Tribunal Procedures available from the BQ website.
- 9.1.2 The Judiciary shall sit on Thursday nights commencing at 6:30pm unless all parties are informed otherwise by the judiciary.
- 9.1.3 BQ can cite any alleged offender that has committed an offence contrary to these bylaws, rules and playing conditions to appear before the Judiciary Committee. This committee shall be appointed by BQ.
- 9.1.4 BQ appoints and empowers the Judiciary Chairman to enforce the BQ Bylaws, Rules and Playing Conditions. The Judiciary Chairman has the right to appoint any person to a committee, a Judiciary Panel or an Appeals Panel. The Judiciary Chairman is deemed to be independent of any club and therefore can sit on any hearing.
- 9.1.5 The Judiciary Chairman can cite any club, official, player or individual to appear before a hearing.
- 9.1.6 The Judiciary Chairman can suspend at any time any judicial proceedings or processes for the sake of natural justice.

### 9.2 SOCIAL MEDIA

- 9.2.1 Any player, coach, official or individual that makes disparaging remarks on Social Media that are brought to the attention of the Judiciary, may be charged with "Bringing the Game into Disrepute, as defined in the Reported Players and Tribunal Procedures.

### 9.3 ZERO TOLERANCE

- 9.3.1 Baseball Queensland and the QBUA shall enforce the concept of 'zero tolerance' in order to ensure that Coaches and Managers take a proactive role in eliminating abuse of officials including umpires and scorers.
- 9.3.2 Coaches and players are prohibited from disputing any type of umpiring judgement calls. The Umpire must immediately eject the player from the game if, in their opinion, a player:
  - a) Abuses an Umpire; or
  - b) Displays dissent towards an Umpire; or
  - c) Argues judgement decisions (e.g. balls/strikes, out/safe or fair/foul etc.).
- 9.3.3 Coaches and players are prohibited from disputing any decision by a scorer in relation to the interpretation of the Official Baseball Rules regarding scoring and statistics.
- 9.3.4 The official scorer shall report any indignity expressed by any manager, player, club employee or club officer in the course of, or as the result of, the discharge of official scorer duties.
- 9.3.5 Any report shall be in the form of an Incident Report form, signed by both scorers, and sent to the BQ Office for referral to the Judiciary.
- 9.3.6 If a player is ejected for any reason and the head coach does not attempt to placate the situation, then the head coach shall be ejected from the game with the player. He shall be required to leave the field of play and take no further part in the game. The judiciary takes a dim view of players and coaches that continue to make comments from outside the field of play.
- 9.3.7 The ejected player and the Head Coach/Manager shall adhere to the BQ Reported Persons and Tribunal Procedures. The ejected Head Coach/Manager shall not be subject to any further penalty.

# BEHAVIOUR MANAGEMENT

## 9.4 YELLOW CARD RULE

- 9.4.1 The Yellow Card Rule is not mandatory however is encouraged for use where and when appropriate and may be particularly useful for less experienced umpires who wish to minimise any confrontation between the umpire and the person who has been deemed to committing an offence.
- 9.4.2 This rule may be invoked for offences committed of a minor nature including, but not limited to:
- a) Dangerous play;
  - b) Dissent;
  - c) Equipment abuse;
  - d) Minor obscenities;
  - e) Misconduct.
- 9.4.3 If, in the opinion of the Umpire, an offence has occurred as provided for in this Playing Condition, the Umpire may show a Yellow Card to the offender and both the offender and the team manager must be informed of the nature of the offence.
- 9.4.4 A person who receives two Yellow Cards in the same game shall be ejected from the game after the second offence but shall not be required to attend a Tribunal hearing.
- 9.4.5 At the conclusion of the game, the Umpire is to record the details of the offence that led to the issue of the Yellow Card on the Yellow Card and to be sent in with the Game Card.
- 9.4.6 The Competition Administrator shall maintain a register of Yellow Card offences.
- 9.4.7 The first four (4) Yellow Card offences during a competition season shall incur no additional penalty.
- 9.4.8 Any player that incurs a fifth (5th) and any subsequent Yellow Card, during a season, shall be suspended from participating in the next scheduled game of the competition in which the last Yellow Card was received, as well as all games in other grades and Grades prior to the next scheduled game.
- 9.4.9 A person suspended under this Playing Condition shall be notified by the Competition Administrator via their club.
- 9.4.10 When a person incurs a Yellow Card suspension in the last game of the Regular Season or a Finals game, the matter shall be referred to the Tribunal. The Tribunal shall determine the timing of the suspension.
- 9.4.11 A person may appeal to the Tribunal Chairman against the issue of a Yellow Card. Such appeals are to be lodged in writing, stating the reasons for the appeal and be in the hands of the Competition Administrator within forty-eight hours of the game in which the Yellow Card was issued. If the Competition Administrator considers that the protest is frivolous, the Competition Administrator shall invoice a fine of fifty (\$50.00) dollars to the protesting person.
- 9.4.12 Upon receiving a properly made appeal, the Tribunal Chairman shall decide if the matter should be referred to the Tribunal for resolution, such decision being final.
- 9.4.13 The Tribunal shall hear an appeal referred under this Playing Condition by convening a hearing with the offender and the Umpire. The Tribunal may determine to:
- a) Uphold the appeal, cancel the Yellow Card and advise the Umpire; or
  - b) Dismiss the appeal and confirm the Yellow Card; or
  - c) Consider the offence warranted an ejection and impose a penalty
- 9.4.14 Decisions of the Tribunal are final and not subject to further appeal.

## 9.5 REPORTED AND EJECTED PERSONS

- 9.5.1 BQ can cite any alleged offender that has committed an offence contrary to these Bylaws and Playing Conditions, to appear before the Judiciary Committee. This committee shall be appointed by BQ - the cited offender shall follow and adhere to the BQ Reported Persons – Tribunal Procedure.

# BEHAVIOUR MANAGEMENT

- 9.5.2 Any umpire in control of any game played under the auspices of the GBL Competition and Baseball Queensland is empowered to report any person who, in the umpire's opinion, engages in conduct detrimental to the best interests of the game of baseball. This includes any practice game to which a QBUA official has been appointed.
- 9.5.3 The ejected persons must leave the playing field immediately and cannot re-enter the playing field while the Umpire is still on the ground.
- 9.5.4 Ejected persons must not approach the Umpire after being ejected.
- 9.5.5 The reporting umpire and ejected persons shall follow and adhere to the BQ Reported Persons – Tribunal Procedure.

## 10 APPENDIX A – PONAG

### 10.1 GENERAL

The following provisions have been instated to provide improved participation flexibility in order to meet the needs of an increasingly diverse societal and sporting landscape. Various circumstances may provide cause for a league/region to provide any player with special dispensation from the “Age Eligibility Requirements” allowing such player to play outside their natural age group in accordance with the rules as set out herein. All applications shall be considered and should be addressed to the league managing the Competition. Appeals shall be heard by Baseball Queensland; any such appeal must be made in writing and addressed to the Development Manager at Baseball Queensland.

- 10.1.1 There are three (3) forms of playing outside natural age group. These are referred to as:
  - a) Type 1, which refers to “temporary” permission to play outside natural age group.
  - b) Type 2 refers to “permanent” permission to play outside natural age group.
  - c) Type 3 refers to permission that allows “15 year old to play Senior Baseball”.
- 10.1.2 In all three cases the appropriate paperwork must be completed and submitted in accordance with the following rules. Application must come from a parent/guardian and the player’s current coach or other club representative. Copies of all approval forms must also be forwarded to Baseball Queensland. The application form or “Playing Outside Natural Age Group Application and Informed Consent Form” is available from the Resources menu, Forms submenu on the BQ website.
- 10.1.3 Any approval to play outside of natural age groups may be reviewed and/or revoked at any time by the issuing authority or Baseball Queensland.
- 10.1.4 Players in Aussie T-ball (U8) & Rookie Ball (U10) may play up and down within these age levels without the requirement to sign permission forms or seek permission. Age or previous year(s) playing status shall not be considered. Any given player under the age of 10 (as at 31 Dec in the year the season starts) is eligible to play either Aussie T-Ball (U8) or Rookie Ball (U10) or both in the same season.
- 10.1.5 NB: Nine year old players may apply to play up in Little League on either temporary or permanent permission as outlined below but in order to be eligible to pitch in Little League a nine year old must apply for and be granted permanent permission and adhere to the Rookie Ball pitching restrictions. Little League players may also apply for special consideration under these rules to play Rookie Ball (U10).
- 10.1.6 Where there is no competition for a particular age level, then a League may determine the age levels that best fulfil their requirements. For example: U17, U15, U11 etc. Baseball Queensland approval must be sought before implementation.

### 10.2 CLEARANCE TYPE 1 - TEMPORARY PERMISSION

- 10.2.1 Temporary permission is to be sought by players playing up outside their natural age group in order to fill in for; or take the place of a natural age player that is ill, injured, absent or otherwise unable to play, in order that a game may be played.
- 10.2.2 Temporary Permission provisions to play up outside a player’s natural age group apply only to players from Rookie Ball (9 year olds to play Little League) to U16 (to play U18/U20). NB: U18/U20 players do not require permission to play senior baseball.
- 10.2.3 Players playing up an age group under temporary permission provisions can only take the field to replace injured players or to ensure at least nine players take the field. i.e. they cannot take the field at the expense of a player playing in their natural age group. Players playing up an age group under temporary permission provisions are not required to attain any minimum participation for the game played outside their natural age group.
- 10.2.4 Exception to Rule C) above - Players playing up an age group under temporary permission provisions may play as the tenth batter for the entire game.

- 10.2.5 Temporary permission requires the parent/guardian of the player playing outside their natural age group to sign the playing outside natural age permission and informed consent form. This form must also be signed by the coach of the adopting team.
- 10.2.6 NB: LITTLE LEAGUE ELIGIBILITY - Any player eligible for the Little League Majors
- 10.2.7 Tournaments forfeits their eligibility for these tournaments if they play any part in a game outside the Little League Majors/Minors competitions. i.e. if a Little Leaguer plays up in U14 for even one pitch, they are ineligible for their Little League Majors regional representative team.
- 10.2.8 The completed, Playing outside natural age permission and informed consent form must be submitted to the scorers prior to every game the player is to play in the older age group. The Scorers must submit this completed permission form with the Game Card to the League Registrar by the game card due date.
- 10.2.9 Temporary Permission shall only be accepted/permitted for a maximum of five games for any player in any one season. Permanent Permission must be obtained in order to play more than five games outside their natural age group. This shall mean they shall be required to play up on a permanent basis and forfeit their game time in their natural age group.
- 10.2.10 NB: Application may be made to BQ for exception to this rule.
- 10.2.11 Temporary permission is valid for one game only. A new form must be completed and submitted to the Scorers and League Registrar for every game a player plays outside their natural age group under the temporary permission/Clearance Type 1 arrangements.
- 10.2.12 Players are only permitted to play up one age group under Temporary Permission (Players are not permitted to play down any age group(s) under Temporary Permission provisions).
- 10.2.13 When playing up an age level under Temporary Permission, players are prohibited from pitching and catching.
- 10.2.14 Temporary permission does not exclude a player from playing in their natural age group. Players playing up on a temporary basis may not do so if it shall lead to their natural age team failing to field nine players.

### 10.3 CLEARANCE TYPE 2 - PERMANENT PERMISSION

- 10.3.1 Permanent Permission is to be sought by players seeking to play outside their natural age group for the term of an entire season or remainder of same.
- 10.3.2 Permanent Permission provisions to play outside a player's natural age group apply to all players between nine (9) and fifteen (15) years of age to play no more than one age group, above or below their natural age group. i.e. a nine year old may make application to play Little League; a Little Leaguer may make application to play Rookie Ball or U14 as their case may determine. (Players under the age of 10 may alternate between Aussie T-ball and Rookie Ball at their club's discretion see Rule 1 above).
- 10.3.3 Permanent Permission requires a State Development Officer, Regional Director of Coaching or otherwise League appointed person to conduct a skills assessment on any player requesting Permanent Permission to play outside their natural age group prior to that player's first game in another age group. The Parent/Guardian of the player requesting permission must also sign a playing outside natural age permission and informed consent form. The completed player assessment form and signed parent/guardian consent form must be approved by; and in the hands of the League Registrar prior to Permanent Permission being deemed granted. NB: Permission is not deemed granted until the player has received a cover note from the League/League Registrar or BQ.
- 10.3.4 The League Registrar is to provide the adopting team/relevant player with a cover note on League letter head outlining the grade(s) and age group(s) any player listed on such cover note, is eligible to play in. The cover note must also include any pitching/catching limitations that apply to the approved player. This document must be presented to the Umpire and opposing team's Manager prior to each game.
- 10.3.5 Permanent Permission is only valid for the season in which it is granted.



- 10.3.6 Players may apply for permanent permission to play up or down one age group only.
- 10.3.7 Players when playing up or down an age level on a permanent permission basis may apply to be granted special consideration to allow them to pitch or catch. This permission must be sought from Baseball Queensland. If granted permission to pitch or catch, this shall be noted on the cover note to be supplied to the adopting team by the League Registrar.
- No player may play the position of pitcher and catcher in the same day.
  - Any player playing up outside their natural age group, with permission to pitch or catch shall be required to adhere to their natural age group pitching and catching restrictions.
  - Any player playing down outside their natural age group with permission to pitch or catch shall be required to adhere to the pitching and catching restrictions of the age group they are playing in.

NB: LITTLE LEAGUE ELIGIBILITY - Any player eligible for the Little League Majors Tournaments forfeits their eligibility for these tournaments if they play any part in a game outside the Little League Majors/Minors competitions. i.e. If a Little Leaguer plays up in U14 for even one pitch, they are ineligible for their Little League Majors regional representative team.

### 10.4 CLEARANCE TYPE 3 - 15 YEAR OLD TO PLAY SENIOR BASEBALL

- 10.4.1 15 year old, elite level athletes can apply to Baseball Queensland for Clearance Type 3 to allow them to play first (e.g. GBL Major League/Pacific League) or second (GBL AAA/Pacific League B) grade senior baseball only.
- 10.4.2 Baseball Queensland shall issue a cover note to any player approved to play senior baseball under Clearance Type 3. This cover note must be presented to the Umpire's and the opposition Manager prior to the start of any game the underage player is to play in.
- 10.4.3 Players applying for Clearance Type 3 must complete the Playing outside natural age groups permission and informed consent form (see appendix) and attach written references from a minimum of three currently accredited coaches, at least one of which must be a currently appointed Queensland State Coach.
- 10.4.4 Players playing up under Clearance Type 3 must maintain a log book of their participation. The log book shall be supplied by Baseball Queensland and must be completed at the conclusion of each game and signed off by the coach and scorer for any game the 15 year old player plays in, including games in their natural age group. The log book must be presented to the coach in charge prior to any subsequent game or practice session that player is to participate in. It is the player's responsibility to maintain this log book. Failure to accurately record participation results prior to their next game or practice session may result in revocation of permission to play senior baseball.
- 10.4.5 Players utilising Clearance Type 3 are required to satisfy their commitment to their Natural Age group as a priority over playing senior baseball and are not to be considered as exempt from playing in their natural age group.

### 10.5 APPEALS AND REVIEWS PROCESS

- 10.5.1 Appeals against any decision to play outside natural age group must be referred to Baseball Queensland. Any appeal must be made in writing to Baseball Queensland and be accompanied by a detailed account of the situation to date. Please address appeals to:

The Development Manager  
Baseball Queensland  
Office 1.11 Sportshouse  
150 Caxton Street  
MILTON QLD 4064

- 10.5.2 Any approval for a player to play outside their natural age group can be reviewed and withdrawn by the issuing organisation or Baseball Queensland at any time.

## 11 APPENDIX B - INFECTIOUS DISEASES POLICY

The following rules pertaining to infectious diseases (Blood Rule) are taken from the Australian Baseball Federation's policy statement. As an affiliate of the ABF, Baseball Queensland willingly implements and shall enforce this policy.

- 11.1.1 All participants with prior evidence of infectious diseases must first obtain confidential advice and clearance from a doctor prior to their participation in baseball.
- 11.1.2 No players shall participate in any baseball game or continue to participate in any game for so long as such players:
  - a) are bleeding, or
  - b) have blood on any part of their person or uniform
- 11.1.3 Players shall immediately, upon direction by an umpire, leave the playing field where such umpire is of the opinion that the players are bleeding or have blood on any part of their person or uniform.
- 11.1.4 Upon being directed to leave the playing field, players shall not return or take any further part in any baseball game until and unless:
  - a) the cause of any such bleeding has been abated and the bleeding has stopped
  - b) the injury is securely covered to the extent that no blood shall emanate there from
  - c) any blood stained article of uniform has been removed and replaced
  - d) any blood on any part of a player's person has been thoroughly cleansed and removed
- 11.1.5 CLUB RESPONSIBILITY: The following is an extract of the ABF rules pertaining to clubs.
  - a) Those handling bleeding players must wear disposable rubber or plastic gloves. Resuscitation bags or disposable mouth-to-mouth devices must be available.
  - b) Spitting or urinating in dugouts or on the field is strictly prohibited.
  - c) All clothing, equipment and surfaces contaminated by blood must be treated as potentially infectious. Household bleach in a 1:10 solution may be used to wash contaminated areas. Clothing should be soaked in a bleach solution or disinfectant, depending on manufacturer's instructions.
  - d) Sharing of towels, razors, face washers and drink containers is prohibited.
  - e) All personnel working within baseball areas should be vaccinated against Hepatitis B.
  - f) All open cuts and abrasions must be reported to the coach, trainer or team EO and treated immediately.

## 12 APPENDIX C - COACHES' CODE OF CONDUCT

These principles are considered practicable and are within the aims and objectives of Baseball Queensland:

- Supervise the behaviour of the team at all times.
- Do not criticise players in front of spectators, parents or other teams. Review constructive criticism with a player or the team in private.
- Accept decisions of the umpire as being fair and called to the best of their ability. Do not abuse or ridicule the umpire nor allow your players to do so.
- Develop team respect for opponents, spectators and officials. Do not criticise other teams, supporters or officials by words or gestures.
- Set a good example in personal appearance and behaviour.
- Encourage sportsmanlike behaviour among the players.
- Ensure whenever possible all players have equal time on the diamond. Avoid overplaying the talented players - the average players need and deserve equal time.
- Encourage players to work together as a unified group (teamwork).
- Keep yourself informed of sound coaching principles and seek more skilled advice when necessary.
- Encourage your team to hustle on and off the playing field at all times.
- Place the welfare and development of the individual above a winning or losing record.
- Do not embarrass or demoralise your opponents.
- Do not use any form of tobacco or alcohol on the field, in the dugouts, bullpens or while in uniform.
- Whenever possible provide assistance with coaching expertise and knowledge to developing teams.
- Abide by the rules and regulations established by Baseball Queensland.
- Be aware of any player with medical problems.
- Strive to develop a positive image and self-sufficient attitude with each player.
- Present the sport of baseball in a positive image.
- Ensure your accreditation is current and updated regularly.
- Ensure you are the holder of a current Blue Card in accordance with the Working with Children (Risk Management and Screening) Act 2000.



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