

GEELONG BASEBALL ASSOCIATION Inc.

PLAYING RULES



April, 2009

2009 CLUB CONTACTS

Bacchus Marsh

Karyn Leong
P.O. Box 466
Bacchus Marsh 3340
Mobile: 0412 922 513
E-mail: leongwt@bigpond.com.au

Ballarat

Hamish Burrows
Phone: 53359118
Mobile: 0409 315951.

Bellarine

Jackie Stott
PO Box 320
Drysdale Vic. 3222
Phone: 5253 1615
Mobile: 0416 029235
Email: mkjstott@aapt.net.au

Colac

Darren Morrissy
397 Queen Street,
Colac Vic. 3250
Home 52316516
Mobile 0407314463
E-mail Darren.Morrissy@dhs.vic.gov.au

Corio

Colin Brackley
P.O. Box 268
Corio Vic 3214
Home: 52786030
Mobile: 0419871379
Work: 52464043
E-mail: bra234@csiro.au

Deakin

Craig Abbey
PO Box 352
Portarlinton Vic. 3223
Phone: 0418525661
Email: craig@abbeyrealestate.com.au

Guild/AllStars

Russell Opie
1/83 Camden Road
Newtown Vic. 3220
Mobile: 0408514579
Email: russ.opie@striproll.com.au

Lara

Leigh Holmes
Lara Sporting Club - Baseball Section
P.O. Box 114, LARA Vic, 3212
Phone 52224526
Mobile 0425733899
E-mail: lholmes@vicpits.com.au

Mounties YC

Terrye Cox
209 Cutts Street
Ballarat Vic. 3350
Phone: 53316115
Email: vpbljsec@netspace.net.au

Newport

Kaylene Pengelly
Email: pengelly@bigpond.net.au
Phone: 0414486204

Saints

Phill Northfield
P.O. Box 326
Belmont 3216
Mobile 0409381528
E-mail: pnorthfield@aanet.com.au

Werribee

Steve Smith
PO Box 4193
Hoppers Crossing Vic. 3029
Phone: 97495576 (hm)
Phone: 99056354 (wk)
Mobile: 0409199433
Fax: 99055909
Email: Steven.Smith@adm.monash.edu.au

2008 BOARD CONTACTS

President	Fiona Lambrick 43B Draper Street Ocean Grove 3226 Mobile: 0417310628 Email: flambrick@iprimus.com.au
Vice President	John Miller 52641661 0409641661 Email: john.miller@aapt.net.au
Executive Officer	Chris McManus 97 Sunset Strip Ocean Grove 3226 52 561035 (hm) 52 262537 (wk) Fax: 52231716 Mobile: 0417 364591 E-mail cmcmanus@barwonwater.vic.gov.au
Treasurer	Roland Stott 9 Jurga Crt. Seaholme Vic 3018 Phone: 93985678 Mobile: 0409 358513 E-mail roland.stott@defence.gov.au
Umpires Co-ordinator	Phil Box Email: phillip.box@dsto.defence.gov.au Mobile: 0428759584 Phone: 97417991
Pennant	Don Stephens 8 Tudor Crt. Ocean Grove 3226 Home 5255 5016 Mobile 0405142057 Work 5226 2361 E-mail drs@barwonwater.vic.gov.au
Press Officer	Kingsley Collins Phone: 5339202 Mobile: 0407523195 Email: kcollins@iprimus.com.au
Juniors	Leanne Gibbons Phone 52412391 Mobile: 0408510914 Email: gibbo10@three.com.au
VPBL	vpbl@netspace.net.au
Website:	www.geelongbaseball.com.au

Clubs and Grounds

Bacchus Marsh	Masons Lane, Bacchus Marsh	Melway 333 K5
Ballarat City	Prince of Wales Park, Gillies St. Ballarat	
Bellarine	Wallington Reserve, Grove Rd., Wallington	
Corio	Stead Park, Corio	Melway 432 C10
Colac	Eastern Reserve, Wilson St Colac	
Deakin	Deakin University, Pigdons Rd. Waurin Ponds	Melway 464 J5
Guild/All Stars	Geelong Baseball Centre, Pioneer Rd., Grovedale	Mel 465 D5
Lara	Lara Recreation Reserve (Altair Avenue and Walkers Road, Lara)	Melway 423 D4
Mounties YC	Prince of Wales Park, Gillies St.. Ballarat	
Newport	KC White Reserve, Park Cres., Williamstown	Melway 55 H7
Saints	Pioneer Park, Pioneer Rd., Grovedale	Melway 465 D6
Werribee	President's Park, McGraths Rd. Werribee	Melway 205 C4

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GEELONG BASEBALL ASSOCIATION INC.

RULES AND REGULATIONS

SENIOR COMPETITION

For the purpose of these regulations, the term 'Club' will mean all clubs that have affiliated teams in competition arranged and organised by the Geelong Baseball Association Incorporated (herein after referred to as the GBA or the 'Association').

Rules applying to Games

1. Presentation of Games

- 1.1 The marking of the ground is the responsibility of the home team, and must,
 - a) be completed at least 15 minutes before the scheduled starting time and;
 - b) meet with the umpire's approval.
- 1.2 A securely constructed backing net, at least 10 metres by 4 metres, must be provided.
- 1.3 A pitching mound must be provided (see official rule book for correct dimensions). Pitching mats are permitted on the mound.
- 1.4 The ground must be clearly marked with foul lines all the way to the home-run line or fence, the 45 foot line, coaches boxes and base paths. A non-enclosed ground must also be marked with pass ball lines and a home run line. The recommended distance to centre field is 380 feet and 320 feet along the left and right field foul lines.
- 1.5 Witches hats or white poles are to be placed at the end of the foul lines. The home run line must also be marked with witches hats, half tyres or other suitable markers, which are placed behind the line.
- 1.6 All bases, pitchers plate and home plate must be clean and showing a white surface. All bases and the home and pitching plate must be secured. (Hollywood bases are recommended). The top of the home plate is to be level with the playing surface.
- 1.7 Any infringement of the above rules will be reported on the Umpires card. The Association will take any action it sees fit regarding non-compliance of ground preparation and presentation rules. For serious problems the game shall not commence until the problem is rectified.
- 1.8 The home club is expected to make every effort to prevent a ground from becoming unplayable, restoring a ground to a playable state. An opposition club or umpire can report the home club for lack of effort to appear before the Pennant Committee. Penalty if found guilty shall be the forfeiture of the game/s in question.

2. Bats

- 2.1 The A & A Reserve grades competition shall use wood or wood composite bats.

All wood bats & wood composite bats used in the GBA competitions must conform to the standard bat specifications as set down in Rule 1.10 "Official Australian Baseball Rules". Wood bats made by "Known" bat manufacturers such as Louisville, Mizuno, Baum etc or "Home Grown" bats, that have been certified by the GBA, Baseball Victoria or the Australian Baseball Federation from time to time will only be accepted for use in the GBA competitions.

- 2.2 Players wishing to use a wood or wood composite bat that is not from a "Known" bat manufacturer or is not certified must apply to have the bat certified by the GBA at least 2 weeks prior to use in a GBA competition.

3. Match Balls

- 1.1 The home side shall provide three new GBA approved baseballs. Spare balls are to be provided in A and B Grades by the home side. In other grades further good quality balls shall be provided as necessary.

4. Protective Equipment

- 4.1 Double eared helmets are compulsory for players when batting or on base.

- 4.2 The catcher must wear a protective helmet, a mask with throat guard, chest protector and leg guards. This equipment is compulsory and the game will not start or continue until the catcher is wearing the correct gear.

NOTE: The warm-up catcher must also wear a helmet and mask.

5. Eligibility of Players

- 5.1 The Secretary of each club must, after their club has played any player/s for the first time in any season or scheduled home and away games of the competition, register on "My Club" (the official registration system of the ABF) such player/s within 72 hours after the completion of the game in which they played. Penalty for failure to do so;

- a) Where the offending team is the winning team, forfeiture of points, a fine of (see Attach. 1.) and a 9-0 loss recorded against it.
- b) Where the offending team is the losing team, a fine of (see Attach. 1.) and a 9-0 loss recorded against it.
- c) Where the innocent team wins by a margin and the for/against percentage is greater than that provided for on a 9-0 result, it will be credited with such margin. If not, it will be credited with a 9-0 win.
- d) Where both teams offend, each will be fined (see Attach. 1.) and each will have nine runs added in their against column.

- 5.2 After playing ten (10) games in higher grades during the season, a player must gain permission from the Pennant Committee to be allowed to play in a lower grade; ie. a

player who has played three games in A Grade and seven games in A Reserve cannot play in any grade lower than A Reserve without written permission.

NOTE: This rule does not apply in A Grade or B Grade home and away games (see rule 22).

- 5.3 Where a team has more than one team playing in one grade, it must furnish to the Pennant Committee, after the expiration of five playing rounds, the names of seven players that they cannot interchange. To be eligible to play in the final series the seven named players must have played more than 50% of the games scheduled for that team during the season. The players whom may interchange will be required to play with the team they have played the most games for (where games are equal the player must choose the team they wish to play for). Penalty for failure to do so, refer to Attachment 1.

Where a club has a team that has a bye on any particular round, the club must obtain permission from the pennant committee, for any player that played in the team having the bye the previous week, to play in a lower grade team.

6. Juniors

- 6.1 A Junior Player is deemed to be a player who has not reached the age of 18.
- 6.2 No player under the age of 14 will be allowed to play senior baseball. Penalty: **Refer to Attachment 1**
- 6.3 Junior players (under the age of 18) shall be allowed to pitch in one (1) game only on any weekend (Senior or Junior)
- 6.4 Maximum number of pitches that can be thrown by a junior:

	Under 15	Under 17	Under 18
Major	50 – 75	60 - 90	80 – 110
Substantial	25 – 59	30 - 59	40- 49
Minor	1 – 24	1- 29	1- 39

- Any player pitching a Major must have 4 complete calendar day's rest before and after their assignment.
- Any player pitching a Substantial must have 3 complete calendar day's rest after their assignment
- Players pitching a Minor are not subject to rest however, a player who pitches 2 Minors on consecutive days must have one calendar day's rest
- The pitcher may complete the batter after he/she has reached their maximum allowable pitch count.

Penalty for exceeding pitch counts: \$50. Pennant Committee will have the discretion of applying further penalties such as the loss of senior match points, suspensions or any other penalty deemed appropriate.

- 6.5 Junior players shall be allowed to catch in one (1) games only on any weekend (senior or junior)
- 6.6 Junior catches shall be limited in the number of innings they can catch on a single day
- | | |
|----------|----------------------|
| Under 15 | Maximum of 3 innings |
| Under 17 | Maximum of 5 innings |
| Under 18 | No limit |

Note: Part innings shall count as a full innings.

The pennant committee may vary the catching limits on prior written application by a club

7. Multiple games in the same round

- 7.1 Notwithstanding Rule 22, no player will be allowed to play in multiple games scheduled on the same weekend

8. Twelve Batter Rule

- 8.1 Twelve (12) Batter Rule: This rule is to allow extra players to participate in games in B Reserve & C grade games
- a) A team may have up to 12 players bat, if it wishes.
 - b) All players must be listed in the batting order & the umpires notified prior to the game commencing that this rule is being applied.
 - c) All batters must continue to follow in the specified order, with normal procedures & penalties for batting out of order to apply.
 - d) Substitutions for "extra hitters" can be made according to usual baseball practices.
 - e) If a player is injured during a game, he/she may be replaced by another player from the bench.
 - f) If the umpire is satisfied that no other players are available from the bench, then that spot in the batting order shall be removed.
 - g) The automatic out for a "Blank" rule will not apply in this case & there will be no penalty to the batting team

9. Clearances, Permits & Letters on Intent

9.1 Letters of Intent

Any club wishing to approach a person with the aim of gaining their services as a player or manager for the upcoming season must inform the GBA's Executive Officer & the person's current club by a "Letter of Intent"

The letter shall clearly note the player being approached.

Letters of Intent shall not be dealt with by the GBA Executive Officer prior to the 1st of January of any relevant year.

Should a player approach a club, then the "Letter of Intent" should note this.

9.2 Clearances from clubs within the Geelong Baseball Association

- a) A clearance is not required for a player who has not played with, nor has been a coach of, a club at any time during the four (4) preceding years. However the player must be registered as per Rule 4.1
- b) A clearance is not required for a player who has previously played with a club that has since been declared defunct and is no longer a member of the

- Association. However the player must be registered as per Rule 4.1
- c) A player must obtain a clearance from his/her previous club to his/her desired club prior to the Pennant Committee granting permission for the player to play with his/her desired club except as in a) and b) above
 - d) Clearances are not to be submitted to the Association before 1st February or after 15th July of the relevant season
 - e) Players desiring to obtain a clearance from a club must fill in the necessary form that should be forwarded to the Executive Officer of the GBA who will register it and date it and then forward it to the club to which it is addressed. The application must be dealt with by the club to which it is addressed within 14 days of the date noted by the Executive Officer. If the club to which it is addressed does not deal with it, the Pennant Committee may as it sees fit, after receiving advice of the breach and the circumstances thereof from the Executive Officer, grant a clearance to the player.
 - f) No clearance or permit which is contested by a player's club will be considered or granted by the Pennant Committee, if the player
 - i) owes any money or materials to the club
 - ii) is under suspension for good reason prior to receipt of the application. Clubs intending to approach players of other clubs for recruitment purposes must send a letter of intent to the respective club Secretary, with a copy to be sent to the GBA's Executive Officer at least 7 days prior to the submission of a clearance
 - g) On appeal from the player, the Pennant Committee shall have power to call on the office bearers of a club to attend a meeting of the Pennant Committee and show cause why a clearance has been refused and in the event of such office bearers not attending after receiving 7 days notice in writing thereof the Pennant Committee shall have the power to deal with the case.

9.3 Clearance from Association to Association

All clearances to or from another Association or League are to be governed by the rules of the Victorian Provincial Baseball League. Such clearances shall not be deemed valid until it has been endorsed by the Secretary of such other Associations and the Secretary of the Victorian Provincial Baseball League when a player is transferring to the Association. All suspensions and penalties will be carried over from previous Associations if applicable

9.4 Permits

- a) No player may play with this Association or any club at the same time with any other Association with which this Association may have reciprocal permit arrangements unless approved by the Victorian Provincial Baseball League.
- b) No player may play with more than one club in the Association in competition unless with the permission of the pennant Committee
- c) The Pennant Committee may approve a permit for a player to play with a new club where:-
 - i) a player has his/her clearance application refused by a club, has been unsuccessful at an appeal and has stood out of baseball for the upcoming or current season after the appeal hearing.
 - ii) there is evidence that a clearance has been approved by his/her previous club but the approved clearance form has not reached the Executive Officer of the Association
 - iii) a player is eligible to play junior and senior age level baseball. If his/her club does not have a junior team he/she may register with another club

as a junior player but is bound to his/her current club as a senior player

- 9.5 The Penalty for clubs playing a player without a clearance or permit shall be as per Attachment 1
- 9.6 A player playing without a clearance or permit shall be liable to suspension at the discretion of the Pennant Committee.
- 9.7 Appeals against Clearance Refusal.
- a) Between club within the Geelong Baseball Association, a player has the right of appeal to the Pennant Committee which will rule on the matter and if deemed necessary refer it to the Board of the GBA. A player may lodge only one appeal in any one season. Such appeal must be lodged with the Executive Officer of the Association within 14 days of the refusal of his/her clearance application. The appeal must be dealt with within 14 days of the date the appeal is lodged with the Executive Officer. All parties to the dispute must receive a copy of such appeal by, at least 48 hours prior to the appeal hearing. No member of any participating club shall be a sitting member at the appeal hearing. The decision of the hearing is not subject to review.
 - b) Between clubs within different Associations, a player must submit an appeal in accordance with the rules of the Victorian Provincial Baseball League.

10. Duration of Play

10.1 Playing Times.

Early Games:	12.00 – 2.00pm	All Grades	(5 / 10 min rule)
Late Games:	2.25 – 4.45pm	A Grade	(5 min rule @ 4.40pm)
	2.25 – 4.25pm	All other Grades	(5 min rule @ 4.20pm)

Single Games

A Grade only	1.00 – 3.20pm	(5 min rule @ 4.15pm)
All other grades - Normally but may be set as early or late	1.00 – 3.00pm	(5 min rule @ 3.55pm)

Friday night Double Header Games

Early games	6:00 – 8:00pm	Strict time game
Late games	8:30 – 10:30pm	Strict time game

- 10.2 The Umpire and scorers shall be provided with a playing lists that includes the 'Designated Hitter' in All Grades prior to the game. Umpires fees will be paid according to Rule 16.6.
- 10.3 The 10 Runs per Inning Limit
In B Reserve & C Grades there is a 10 run per inning limit.
Any batter getting on base during the play where the tenth run has scored shall be given credit for "safe hits" and "runs batted in" where applicable.
NOTE: This rule only applies to regular home and away games scheduled in the season and not in the final series.

10.4 The 5 Minute Rule.

If at completion of an even innings, when the third out is called, there remains *more than 5 minutes playing time* before the scheduled finishing time a further completed innings shall be played, except where the home team needs none of its half innings or a fraction of it. *If five minutes or less remains* on completion of even innings when the third out is called, the game ends.

10.5 If a regulation nine innings (or more to reach a decision) are played within the playing times the game ends.

10.6 The Ten Run Rule.

If after seven (7) or more completed innings the difference in the scores is ten (10) runs or more, the game ends. If the home teams does not need part or all of it's innings, then the game ends.

10.7 The 5 / 10 Minute Rule shall apply for all for Early Games

If at completion of an even innings, when the third out is called, there remains more than 5 minutes playing time before the scheduled finishing time, further time of up to 10 minutes past the scheduled finish time shall be allowed to complete the innings shall be played, except where the home team needs none of its half innings or a fraction of it. Should this innings not be completed then the result reverts back to normal rules (either even innings or the score at the end of play).

If 5 minutes or less remains on completion of even innings when the third out is called, the game ends..

11. Washouts

11.1 If the game is interrupted by rain, poor light, poor ground conditions or other conditions relating to the weather, a game shall be considered to be a regulation game if it goes for five innings or lasts for 65 minutes of actual playing time. A game interrupted by bad weather should not be abandoned until at least 30 minutes of continuous playing has elapsed, to allow for possible improvement in playing conditions. If there is insufficient playing time left to complete a legal game, the game is to be called off immediately and declared a 'Washout'.

11.2 If a whole round is abandoned by a decision of the GBA Wet Weather Committee, no points will be awarded and no matches will be replayed. Games abandoned on an individual basis will not be replayed, except for A Grade which will be replayed as soon as possible at a date set by the Pennant Committee. No player can play in a rescheduled 'Washout' game if he/she has played in a game on the round the 'Washout' occurred except where a player enters this game under the exact conditions of Rule 15. If more than 70% of the scheduled games in any grade are abandoned then the entire round for that grade shall be abandoned (this will apply for all grades including A Grade)

11.3 If a game change is to occur, then both team captains must be notified and be in mutual agreement of the changes.

12. Walkovers

- 12.1 Walkovers will be credited to a team that has a minimum of seven (7) players available to play and the opposing side is unable to field a side (i.e with less than 7 players available to play) prior to the commencement of the game or as provided for under **Rule 12.5.**
- 12.2 Any team which gives a Walkover will be liable to a fine (see Attach. 1.) plus the full umpires fee. If the walkover is notified to the Pennant Committee Chairman more than 48 hours before the scheduled starting time, the penalty will be (see Attach. 1.) and the umpires fee will be waived. More severe penalties may be invoked for subsequent walkovers by the same side or Club.
- 12.3 A Club giving a Walkover in advance must do so beginning with the lowest grade in the club. If a higher grade team gives a Walkover on the day of the game, the lower grade teams will be charged with a forfeit in that round (penalties, as detailed in Attachment 1, will apply to Walkovers). The Pennant Committee may consider an appeal regarding these penalties on the grounds of extenuating circumstances concerning the violation of the regulation.
- 12.4 The team receiving the forfeit, and therefore the match points, must complete a match card, supplying the names of at least seven players who were at the ground and would have played in the match. The Both Captains, if available, and the appointed umpire must sight the players and then sign the match card. The named players will not be permitted to play in another match in the same round. The team receiving the Walkover is accorded a 9 - 0 win and the team giving the walkover a 9 - 0 loss.
NOTE: If players named on the playing sheet were not at the ground, the GBA will call in all player/s and club officials for an official inquiry. The penalty, if an offence is proved, will be decided by the GBA after consideration of the evidence provided. Failure to supply such sheet will incur a monetary penalty (see Attachment 1.).
- 12.5 A team with less than seven players in attendance at starting time, may claim an extra fifteen minutes for further players to arrive. Play will commence when both teams have at least seven players. The team not at fault may claim additional time equal to the time lost, such claim must be made prior to the start of the game.
NOTE: Extra time does not apply to the first game of a Saturday or Sunday double header.

13. Designated Pitcher

- 13.1 The principle of the rule is to allow A Grade players, who are under twenty five (25) years of age and less than top rating as pitchers, to pitch in the A Reserve games and participate in the A Grade game in the same round.
- 13.2 To be a Designated Pitcher, the player shall be under twenty-five (25) years of age at the 1st of January of the particular season.
- 13.3 Clubs who wish to avail themselves of this rule shall make submission to the Pennant Committee, the names of up to two (2) players who may be used as Designated Pitchers. Application to change the nominated players may be made at any time to the Pennant Committee but changes will only be operative after approval. The Pennant

Committee may call upon a Club to review its nominated players and may at anytime withdraw the use of this Rule by a Club

- 13.4 A club may use one of the nominated players to be a starting pitcher, and only pitch in the A Reserve game of the same round. This player shall be known as the Designated Pitcher. The Designated Pitcher can only pitch in the A Reserve game, they cannot enter the game as a fielder or batter.
- 13.5 In the A Reserves game a Designated Hitter must be used for a Designated Pitcher. The use of a Designated Pitcher shall be declared to the umpire before the A Reserve games commences. The normal Designated Hitter rule shall apply to all A Reserve games in which a Designated Pitcher is used
- 13.6 On the line up sheet and the match report card any Designated Pitchers used in the A Reserve game shall be marked "DP" and all pitcher in the A grade game shall be marked "P". Managers and Chief Umpires shall ensure correct recording
- 13.7 The Executive Officer shall check eligibility of Designated Pitchers and shall report any breaches of the Rule to the Pennant Committee.
- 13.8 The Umpire(s) shall administer this Rule as to participation in both the A Reserves and A Grade games of the same round. An Umpire has the right to direct that a Designated Pitcher may not, in contravention of this Rule, participate in either game. An Umpire is not expected to exercise authority as to knowledge of the two (2) current nominated players or age eligibility
- 13.9 Penalty for contravention of this rule shall be forfeiture of the game in which such contravention took place.
- 13.10 A legal game played in each grade shall count as a half game in A Reserve & a full game in A Grade played for final eligibility.
- 13.11 This Rule is not available for the final round of the home and away season
- 13.12 This Rule is not available for Non-National, temporary resident players.

14. Match/Press Reports

- 14.1 Match reports of every game shall be completed by both teams with all due care but it will be the responsibility of the **HOME** team to deliver/fax the report to the official collection point within the time set by the Association. These times and other alternative arrangements such as Fax and phone contacts will be provided by the GBA at the commencement of the season to ensure press and registration arrangements are processed as soon as possible.
- 14.2 Penalties will apply for non arrival of report, late arrival of report and incorrectly filled in sheets (see Attachment 1.).
- 14.3 Reports for finals are to be filled in and delivered by the WINNING team.

15. Club Uniforms

- 15.1 All players and base coaches must wear the approved uniform of their club. Four playing weeks grace at the start of the season will be allowed for clubs. Clubs may apply for further time to be permitted. A maximum of four extra weeks may be granted.
- 15.2 Players and coaches in all grades must wear their official club caps.
- 15.3 In B, B Reserve & C Grades seven players at least must be in official club uniform. Each player not in uniform will still be noted on the match report.
- 15.4 Clubs are required to seek GBA endorsement for any changes to their club uniform prior to the commencement of the playing season.

16. Umpires

- 16.1 The GBA Umpire's Coordinator, will be responsible for appointing umpires for all grades scheduled by the Association.
- 16.2 Umpires must be covered by insurance, both personal and public liability.
- 16.3 All A and A Reserve Grade games are to be umpired from behind home plate. B, B Reserve and C Grade may be umpired from the center.
- 16.4 Games will not start without an umpire. If the official umpire does not arrive the home team is responsible for appointing an umpire.
- 16.5 If the Umpire's Association is unable to provide sufficient umpires to cover all games, club umpires will be allocated to certain games. The club nominated must supply umpires with sufficient experience to umpire at the appointed level. Club umpires will be expected to apply all penalties as necessary. Any reportable offence must be reported to the Association.
- 16.6 Umpires fees: See Attachment 2.
- 16.7 Games will not start until all fees have been paid to the Umpires. Clubs are requested to provide the payment in an envelope (no coinage). If after fifteen minutes the fee is not paid, the non-offending team will receive a walkover.
- 16.8 Where two umpires are appointed but only one arrives, the appointment of another umpire shall be left in the appointed umpires hand. If he is unable to secure another umpire, the home team will be obligated to supply one.

17. Audible Obscenity Rule

- 17.1 For uttering an obscene expression not directed to the Umpire or another player and with no context or abuse, action shall be taken by the Umpire. If the Umpire adjudges that such utterance was able to be heard within the spectator area, ejection will result. If the Umpire is satisfied that the obscene language was quiet and only within immediate hearing distance, for example within the playing area, the offender will be spoken to and a Yellow Card issued.

- 17.2 Where ejection results, the wording on the report will be 'Audible Obscene Language'. The normal ejection and report procedure will follow. The Pink Card will be sent to the Association and there will be an automatic 1 week suspension. The club and player will be duly notified.
- 17.3 If there is a second report at a later date within the same playing season and the offender is again ejected, an automatic suspension of 2 weeks will apply. Further subsequent offences within the same playing season will incur an automatic 4 week suspension.
- 17.4 The offender may appeal to the Association but the penalty may be increased if the Association so decides.
- 17.5 If the utterance is in any way abusive to another player, coach, manager or Umpire, ejection will also result. The report will be 'Abusive and Obscene Language' to the umpire or whoever. The penalty in this case is a minimum of 4 weeks, or longer if deemed appropriate by the GBA Tribunal.
- 17.6 The obscenity referred to is the use of the two 4 letter words used also sometimes in their adjectival or adverb forms. Other distasteful language may also require a warning or Yellow Card, but if used in an abusive context it will result in ejection and report.

18. Smoking, Alcohol and Chewing Tobacco

- 18.1 No smoking, alcoholic drinks or the chewing of tobacco will be allowed on the playing field or the bench. Offenders will be removed from the game and the Club fined at the discretion of the GBA (see Attachment 1.). The umpire will enter each offence on the match report.

19. Yellow Card Rule

- 19.1 The intent of the card is to allow an Umpire to issue an official warning to players committing minor offences, without the necessity of ejection from the game.
- 19.2 Offences for which this rule may be invoked shall include, but not be limited to; dangerous play, dissent, equipment abuse, minor obscenities, misconduct, unsportsmanlike conduct, etc.
- 19.3 If in the opinion of the Umpire, an offence has occurred which is covered by this rule, a Yellow Card must be shown to the offending person and both the person and his Manager or Coach informed of the nature of the offence.
- 19.4 If the Umpire does not show the Card, the report is not invalidated, but the Umpire must at least inform the player or his/her Manager or Coach of the report.
- 19.5 The Card must be completed and returned to the Association with the Match Card. A register of offences shall be maintained by the Association.
- 19.6 The first and second cards issued to a player will incur no penalty, but the third and subsequent Yellow Card penalty shall result in the automatic suspension of that player from any game of the next scheduled round on Association's fixture.

19.7 A player who receives two (2) Yellow Cards in the same game shall be ejected from the game immediately on receiving the second card, but will not be required to attend a Tribunal hearing.

19.8 Clubs will be notified whenever a player has incurred 2 Yellow Card offences. On incurring the third Yellow Card the Club shall be notified of the player's suspension.

Note: Notwithstanding Regulation 19.10, all Yellow Cards are cancelled at the end of each season.

19.9 Any player who incurs a third Yellow Card on the last game of the season or during their last finals game shall have the matter referred to the Tribunal to determine the timing of the suspension.

19.10 Any player who incurs a Yellow Card shall have the right to appeal to the Tribunal. Each such appeal shall be lodged to the GBA executive officer in writing (include a bond of \$50 cash) within 48 hours of the completion of the games. The Tribunal may vary the penalty up or down at their discretion. The tribunal may refund the \$50 bond if the Appeal is upheld, or retain it, if the Appeal is deemed frivolous or rejected.

20. Jewellery

20.1 Exposed jewelry such as wristwatches, bracelets and types of earrings, neck chains or any other item judged dangerous (ie. with potential to result or cause injury) by the Umpire may not be worn during the game. Medical alert bracelets or necklaces are not considered jewellery, but if worn must be taped to the body.

20.2 Players will be asked to remove jewellery and failing to do so will be removed from the game, and be subject to a fine determined by the GBA (see Attachment 1).

21. Blood Rule

21.1 No player shall participate in any baseball game or continue to participate in any game for so long as such player;

- a) is bleeding, or
- b) has blood on any part of his person or uniform.

21.2 A player shall immediately, upon direction of the Umpire leave the playing field, where such Umpire is of the opinion that the player is bleeding or has blood exposed on any part of his/her body or uniform. Upon being directed to leave the playing field, a player shall not return or take further part until and unless;

- a) the cause of such bleeding has been treated and the bleeding has stopped,
- b) the injury is appropriately covered to the extent that no blood shall emanate there from,
- c) any blood stained article of uniform has been removed and replaced, and
- d) any blood on any part of a player's person has been thoroughly cleansed and removed.

21.3 Responsibility of Umpires: When an Umpire notices that a player is bleeding or has exposed blood on any part of his/her body or uniform, he is to direct the player to leave the playing field.

Where a player is directed by an Umpire to leave the field under this Rule the Umpire shall wait a reasonable period to allow the bleeding to be attended. The amount of time is entirely at the discretion of the Umpire but should not exceed 6 minutes. If, when this time has elapsed, the player is unable to take his place in the team, he must be replaced in the usual manner of substitution.

If a player is able to continue but has no clean uniform, they may continue with what uniform or suitable sports clothing (e.g. tracksuit/training uniform) is available.

- 21.4 A player who refuses to promptly obey a direction of an Umpire given in accordance with these provisions shall be removed from the game by the Umpire and reported to the GBA. Such player shall be dealt with as the GBA see fit.

22. Two games/One Day Rule

- 22.1 This format is available for A and A Reserve Grade / B and B Reserve Grade games played as double headers on the same day. A player who has participated in an A Reserve / B Reserve Grade game may also participate in the later game on the same day provided that the player does not enter before the end of the second innings. Both matches count in determining eligibility for the finals and count as games for each grade qualification. Contravention of the rule results in a fine and a forfeit in the later game (refer to Attachment 1. . The "Re-entry" game shall count as one half of a game.
- 22.2 A player, playing under the provisions of Rule 20.1, is recorded on both match reports and is credited with two games by the GBA registrar. At the conclusion of the season grade qualification is based directly upon appearances in each grade. Each "Re-entry" game shall count as a half game in the A Grade
- 22.3 If a player has an even number of games in each grade, they will qualify to play for the higher grade only. They must play more in a lower grade to qualify for that grade.

23. Reported Persons & Tribunal Procedure

- 23.1 This is a brief description of the process for Reporting of Player & Tribunal Procedure For full details refer GBA's Tribunal Procedure
- 23.2 An umpire in control of any game played under the auspices of the GBA, be they a registered or a club umpire, is empowered to report any person who, in the umpire's opinion, engages in conduct detrimental to the best interests of the games of baseball
- 23.3 Immediately following any report under the "rules of baseball" shall be enforced in so far as they are practicable. A person ejected under the provisions of Rule 17, shall be subject to a mandatory fine and no further action will be taken. In all other cases the reported person must be referred to the tribunal.
- 23.4 The Report
The report must be in writing on the "Reported Person Notice" form. (If non available, the details should be recorded as best & any such report should not be excluded because of the lack of correct paperwork). The report must name the player and give sufficient details of the alleged offence(s) as will enable the reported player to contemplate a defence

The receipt of the "Reported Person Notice" shall be the sole notification of the player of the report, whether by the individual reported or the team manager.

- 23.5 The umpire shall notify the Tribunal Chairman and the GBA Executive Officer of any reports within 24 hours of any report.
- 23.6 The Tribunal Chairman may consider that any report (Except striking) does not require a tribunal hearing. In such cases, the Tribunal Chairman will contact the reported player & if the player agrees that an offence has occurred (pleads guilty), then a penalty will be offered to the player. The player can accept the penalty as offered. If the player does not accept the offered penalty, then the report must be referred to the tribunal. The tribunal may increase or reduce any penalty offered
- 23.7 Should a player be suspended, that play is ineligible to take part in any game (junior or senior / other grades) until the suspension has been completed.

Example

A suspension of XX games

The player must not play, score or have any other official role until the conclusion of the round where XX games are missed in the grade where the offence occurred.

If there is a bye or finals (where the player may be eligible to play) these do not count as missed games.

Suspension till round 4

The player must not play, score or have any other official role until the conclusion of the round 3 regardless of grade

If there is a bye or finals (where the player may be eligible to play) these do not count as missed games.

24. Finals

- 24.1 All teams playing in the GBA will pay a fee, set by the Pennant Committee, to pay for umpiring and match balls during the final series. This fee will be incorporated into the annual GBA membership fee.
- 24.2 The Pennant Committee will recommend the format of the final series when submitting the draw for the upcoming season
- 24.3 Determining Finals Participants: At the conclusion of the regular season the final standings will list all team in order of win/loss percentage. Win/Loss percentage will be calculated by dividing the number of games won by the total games played by each team. A draw is recorded as half a win. In the case of two or more teams being equal, the teams shall be separated by:
- a) considering the greater win/loss ratio between the tied teams, or
 - b) if the records in (b) are equal, on the higher Runs for/Runs against percentage over the season, or
 - c) if the numbers in (c) are equal a play off game or games will decide the position.
- 24.4 Finals Playing Format
- a) A and A Reserve grade finals are to be played out for nine (9) innings or the ten (10) Run Rule after seven (7) innings. B, B Reserve & C Grades will play 2 1/2 hour game with a five (5) minute rule. Should scores be tied at the end of the ninth inning normal Rules of Baseball are to apply. Should scores remain tied

and play is suspended by rain, bad light, ground conditions or other contingencies, such game or games shall be replayed at a time fixed by the Pennant Committee.

- b) Host Clubs are to supply bases, place outfield markers, foul lines and flags, etc.
- c) For each final's game, the GBA will supply four match balls.
- d) The higher finishing team at the end of the regular games will be the home team. In the event of a lower team beating a higher ranked team during the finals, and they are subsequent opponents in the same finals series, the winning team assumes the home status.
- e) All finals will start at 1.00pm unless another time is nominated by the GBA and the preparation and delivery of Match Reports be according to Rule 12.3.
- f) In circumstances where inclement weather may potentially halt the commencement of a game, the procedures for determining play will be based on the Rules of Baseball. For a game to be considered a 'completed game' 7 innings have to be played in A and B Grade, and 105 minutes in C and D Grade. In the event that these conditions are not met, the game/s will be rescheduled by the GBA and wholly re-played from a 0-0 score line.

25. Eligibility for Finals

- 25.1 No player shall play in any finals games unless they have played in at least five (5) games and have had a minimum of eight (8) plate appearances and/or pitched five (5) completed innings over the four (4) games.
- 25.2 Players having played in more than one grade can play in a lower grade providing more than 50% were played in that grade or lower.
- 25.3 A player can play in any grade in the finals, but cannot 1) play in a grade lower than he/she is qualified for as per Rules 25.1 and 25.2, or 2) play, or be listed as a player, in more than one final game in a round except where the exact conditions of Rule 22 apply
- 25.4 Where A Grade play weekend double headers the Sunday games will be counted as games played but do not count toward final's grading qualification.

26. Trophies

The Geelong baseball Association shall award the following individual trophies in A grade

- 26.1 **Lowest Earned run Average**
The ERA shall be the player's total earned runs per 9 innings pitched.
Minimum qualification of 2 2/3 Innings by games played but there must be at least 8 pitchers reach this qualification. If insufficient pitchers qualify, then the innings requirement will be reduced by 1/3 until there are sufficient qualified.
Eg 2 2/3 x 16 games then minimum is 42 2/3 innings
- 26.2 **Best Batting Average**
The batting average shall be the total safe hits divided by "At bats"
Minimum number of At Bats shall be equal to or greater than half the person in that grade with the maximum number of At Bats

Eg Max is 67 AB's then the minimum requirement becomes 34 AB's

- 26.3 The association shall award a The Club Championship trophy. The trophy shall be awarded to the club that accumulates the most points.

Points shall be awarded as follows

6 pts for an	A Grade	win
4	for a	A Reserve win
3	for a	B Grade win
2	for a	B Reserve win
1	for a	C Grade win

Then the 4 highest scoring teams are totaled to give each club tally

The club with the highest tally wins

- 26.4 The Geelong Baseball Association shall award Premiership trophies in all grades
- 26.5 The Geelong Baseball Association shall award Most Valuable Player plus Runner Up trophies in all grades based on votes from umpires in each game.
Any player found guilty or suspended by the tribunal shall be ineligible.
- 26.6 The Geelong Baseball Association shall award Most Valuable Player in the A grade Grand Final. This trophy is to be known as the Graeme Lloyd Trophy.
- 26.7 The Geelong Baseball Association shall award Most Valuable Player at Senior carnival.
- 26.8 The Geelong Baseball Association shall award Most Valuable Junior Player at Senior carnival.
- 26.9 The Geelong Baseball Association shall award Most Valuable Junior Player in the A grade competition

ATTACHMENT 1.**RULE OR REGULATION PENALTIES**

Penalty 1	\$20
Penalty 2	\$50
Penalty 3	\$100

ATTACHMENT 2.**Umpires Fees:**

A Grade	\$45 per team	
A Reserve	\$40 per team	
B Grade	\$40 per team \$25 per team	2 umpires 1 umpire
B Reserve & C Grade	\$30 per team \$20 per team	2 umpires 1 umpire