



Greater Brisbane Leagues  
Bylaws



2017 – 2018 WORKING COPY

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# GENERAL ADMINISTRATION

## 1 GENERAL ADMINISTRATION

### 1.1 PREAMBLE

- 1.1.1 All clubs agree to abide by these Bylaws, Baseball Queensland Policies and the Official Baseball Rules. Where these Bylaws and the Official Baseball Rules are inconsistent, the Bylaws will apply to the extent of any inconsistency.
- 1.1.2 The Greater Brisbane Leagues (GBL) Summer Competition shall incorporate baseball played in both Junior and Senior Competitions in the Greater Brisbane Area during the Summer Season. The GBL is inclusive of clubs outside the Greater Brisbane Area wishing to affiliate.
- 1.1.3 The Greater Brisbane Area comprises an area bound by Noosa (North), Toowoomba (West) and Gold Coast (South). Baseball Queensland (BQ) Regions are permitted to run “in-house” competitions for teams that do not enter the GBL competitions.
- 1.1.4 Any matter of any kind whatsoever not dealt with or provided for in these Bylaws may be dealt with in such manner as the GBL Committee may deem fit.

### 1.2 COMMUNICATION

- 1.2.1 All communications to the GBL regarding or required by this document are to be forwarded to the persons and address 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>	GBL Competition Administrator 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 Any notification forwarded by facsimile or email shall be deemed 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).

All payments to GBL and/or BQ must be deposited electronically into BQ's account.

### 1.3 INTERPRETATIONS

- 1.3.1 In these Bylaws, unless contrary intention appears:

“**ABL**” means the Australian Baseball League.

“**BQ**” means Baseball Queensland Incorporated.

“**Calendar of Events**” means the schedule set out in Section 1.7.

“**Charter**” means a Regional Body of BQ.

# GENERAL ADMINISTRATION

**“Club”** means an incorporated club affiliated in accordance with these Bylaws.

**“Club President”** means the individual nominated as President of a Club on the Form N submitted to the GBL under Bylaw 1.4.3.

**“Club Secretary”** means the individual nominated as Secretary of a Club on the Form N submitted to the GBL under Bylaw 1.4.3.

**“Competition Administrator”** means the person or committee, appointed by the GBL Committee, responsible for the management of the GBL Competition via the implementation and enforcement of these Bylaws.

**“Finals Series”** means post Regular Season games played to determine the winner of the season.

**“GBL”** means Greater Brisbane Leagues.

**“GBL Competition”** is defined in Bylaw 1.1.2.

**“GBL Committee”** means the Committee appointed by the Clubs responsible for the development of these Bylaws.

**“GBL Disputes Panel”** is means the Panel described in Section 1.8.

**“Grand Final”** means the final game in the Finals Series.

**“Inclement Weather Contact”** means the individual nominated in accordance with Bylaw 3.4.2.

**“Junior Competition”** means Little League, Junior League, Senior League and U20 competitions.

**“Junior League”** means the competition run for the age-group specified in Bylaw 7.2.3.

**“Junior Player”** means any player eligible to play in Junior Competition in accordance with Bylaw 7.2.3.

**“League”** means a competition in the GBL Senior Competition, Junior Competition or Masters Competition comprising Regular Season games and Finals Series games.

**“Little League”** means the competition run for the age-group specified in Bylaw 7.2.3.

**“Little League®”** means a competition structure run in accordance with the rules of Little League Baseball® (aka the “Green Book”).

**“Masters Competition”** means all Leagues included in Part 6.

**“Masters Player”** means any player participating in the Masters Competition.

**“NCAS”** means Baseball Australia’s National Coaching Accreditation Scheme.

**“Pre-Christmas Little League® Club Competition”** means the pre-Christmas component of the Junior Competition complying with Little League® Green Book.

**“Preliminary Final”** means the second round final (where applicable), as per Bylaw 3.8.4.

**“Post-Christmas Regular Club Competition”** means the post-Christmas component of the Junior Competition.

**“QBUA”** means Queensland Baseball Umpires Association Incorporated.

**“QBUA Appointments Officer”** means the individual named as the Appointments Officer on the QBUA website.

**“Regular Season”** means games played to determine if a team qualifies for the Finals Series.

**“Semi Final”** means the first round final, as per Bylaw 3.8.4.

**“Senior Competition”** means all Leagues included in Part 5.

**“Senior League”** means the competition run for the age-group specified in Bylaw 7.2.3.

**“Senior Player”** means any player in the GBL Senior Competition NOT eligible to play in the GBL Junior Competition.

**“Summer Season”** means the period of time approximately comprising Term 4 and Term 1 of the Queensland school term.

# GENERAL ADMINISTRATION

- 1.3.2 Terms and rules not defined within this document shall take the same meaning as in the Official Baseball Rules.

## 1.4 AFFILIATION

- 1.4.1 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; and
  - e) A three (3) year Operation Plan.
- 1.4.2 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.
- 1.4.3 Clubs wishing to re-affiliate for the coming season must meet the criteria listed below:
- a) The Club must provide of a current Form N: Club Information Form and a covering letter requesting affiliation with the GBL signed by the Club President. Clubs must forward or fax the Form N and covering letter to the Competition Administrator in accordance with the Calendar of Events;
  - b) The Club 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;
  - c) The Club must demonstrate that they have Governance Policies and Procedures in place including a succession plan for committee positions;
  - d) The Club must produce an annual report and submit it to the Competition Administrator. The annual report must include an income and expenditure statement and a balance sheet that have been audited and submitted for Fair Trading in accordance with the *Associations Incorporation Act 1981* (Cth);
  - e) Clubs must incorporate strategies for junior recruitment and development into their Strategic Plan and assist in BQ recruitment and schools programs;
  - f) Club facilities must comply with the Field Construction documents available on the BQ website and adhere to any directions given by BQ/GBL officials following any on-site check;
  - g) The Club must ensure that all players and volunteers (including scorers, umpires and coaches) are correctly registered on the approved database, meaning they are active and financial;
  - h) The Club must ensure that all relevant volunteers hold a current Blue Card in accordance with the *Working with Children (Risk Management and Screening) Act 2000* (Qld);
  - i) All teams in the GBL Competition must have a coach with a current Level 3 NCAS coaching accreditation; and
  - j) The Club must have a sufficient number of QBUA trained umpires appropriate to each level of competition with the appropriate uniforms.
- 1.4.4 The Competition Administrator shall review all affiliations, which shall be valid for the ensuing twelve (12) months.
- 1.4.5 The Competition Administrator may accept or reject any application for affiliation based on the criteria listed in Bylaws **1.4.1-1.4.3** above. The Competition Administrator 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.
- 1.4.6 The Competition Administrator may use its discretion to cancel or suspend the affiliation of any Club at any time.



# GENERAL ADMINISTRATION

## 1.5 TEAM NOMINATIONS

- 1.5.1 Clubs may nominate teams in any competition, subject to Bylaw **5.2.1** (Divisions 1 and 2). Nominations must be sent to the Competition Administrator by the date stipulated in the Calendar of Events in Section **1.7**.
- 1.5.2 The GBL Committee may use its discretion to reject team nominations where a Club has insufficient registered players on the approved database to field the relevant team.
- 1.5.3 The GBL Committee shall determine the number of divisions and teams in each competition based on Club nominations.
- 1.5.4 The GBL Committee may use its discretion to promote or relegate teams before or during the season where it is appropriate to do so having regard to the competitiveness or structure of the relevant competition.
- 1.5.5 If teams are withdrawn after the date for Final Team Nominations stipulated in Section **1.7**, the Club will be penalised in accordance with Bylaw **1.11.2**.
- 1.5.6 The GBL Committee may use its discretion to reject team nominations made after the date for Final Team Nominations stipulated in Section **1.7**.

## 1.6 FINANCIAL REQUIREMENTS

- 1.6.1 All Clubs are to pay invoices issued by the GBL, BQ and/or the QBUA within thirty (30) days of receipt of invoice, or they shall be deemed unfinancial.
- 1.6.2 Any Club deemed unfinancial by the Competition Administrator shall not continue to play in the competitions. Games scheduled during the unfinancial period shall be deemed to be a forfeit in favour of the opposing team.
- 1.6.3 Any Club deemed unfinancial shall not receive trophies or awards until the Club becomes financial.

## 1.7 CALENDAR OF EVENTS – ADMINISTRATION

- 1.7.1 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 the GBL 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
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
Final Senior team nominations	15 <sup>th</sup> September
Final Junior team nominations	15 <sup>th</sup> September

## 1.8 GBL Disputes Panel

- 1.8.1 The GBL Disputes Panel is established and administered by the GBL Committee.
- 1.8.2 The roles of the GBL Disputes Panel include:
  - a) Hearing administrative disputes and game protests arising under the GBL Bylaws;

# GENERAL ADMINISTRATION

- b) Making recommendations to the GBL Committee for determination of administrative disputes and game protests arising under the GBL Bylaws; and
  - c) Providing advisory opinions on the GBL Bylaws.
- 1.8.3 The GBL Disputes Panel and the GBL Committee will abide by the *GBL Disputes Procedures* set out in Appendix B.
- 1.8.4 There is no right of appeal from a decision of the GBL Committee under the GBL Disputes Procedures.

## 1.9 DISPUTES (DISAGREEMENT WITH COMPETITION ADMINISTRATION)

- 1.9.1 Clubs may refer disputes relating to the administration of the competition and these Bylaws to the GBL Disputes Panel by completing and forwarding a GBL Dispute Form to the Competition Administrator.

## 1.10 PROTESTS (DISAGREEMENT WITH TECHNICAL GAME RULES)

- 1.10.1 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 Official Baseball Rules and/or these Bylaws. At no time can a judgment decision be protested.
- 1.10.2 At the time of a protest, the protesting head coach must advise the umpire-in-chief of the nature of the protest and:
- a) The umpire-in-chief must inform the scorers that the game is being played under protest;
  - b) The umpire-in-chief must inform the head coach of the opposing team of the nature of the protest; and
  - c) The 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.
- 1.10.3 After the game, the protesting Club Secretary or President must fax or email a GBL Incident Report form to the Competition Administrator no later than 5pm on the next business day. The Club must pay a deposit of \$250.00 which will be refunded if the protest is upheld or otherwise at the discretion of the GBL Disputes Panel. The protest will not be heard until after a confirmation of transfer has been forwarded to the Competition Administrator.
- 1.10.4 No protest pertaining to an umpire's technical game ruling (excluding game-ending plays) 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.
- 1.10.5 Protests relating to game-ending plays or breaches which arise after completion of the game that are not recorded on the game card must be reported in accordance with Bylaw **1.10.3**.
- 1.10.6 The Competition Administrator shall refer the protest to the GBL Disputes Panel to be resolved as soon as practicable. If the above protest format is not followed then the protest may be dismissed.

**NOTE: Official Baseball Rule 7.04 Protesting Games**

*Even if it is held that the protested decision violated the rules, no replay of the game will be ordered unless in the opinion of the [GBL] the violation adversely affected the protesting team's chances of winning the game.*

## 1.11 BREACHES OF BYLAWS

- 1.11.1 The Competition Administrator shall forward to the relevant Club Secretary, an invoice, or notification of penalty for each breach incurred. The notification shall detail all breaches applicable.
- 1.11.2 Penalties for breaches of these Bylaws are as follows:

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Infringement / Breach	Fine / Penalty
<b>Forfeiture of a game (Section 3.5)</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>Forfeiture of a game without two (2) business days' notice (Bylaw 3.5.1)</b>	\$50.
<b>Illegal player, including breach of player eligibility, registration and import player (Sections 2.1-2.7, 5.8, 5.21, 6.8, 6.20, 7.8, 7.20)</b>	\$50 per player and loss of game.
<b>Prohibited substances (Section 2.9)</b>	\$200 per person and ejection.
<b>Player out of uniform (Bylaw 4.4.1)</b>	\$50 per player.
<b>Non-return of game card as required (Sections 5.17, 6.17, 7.17)</b>	\$20 plus \$10.00 per additional day.
<b>Failure to supply an accredited umpire (Sections 2.8, 5.15, 6.15, 7.15)</b>	\$75 per umpire.
<b>Breach of scoring requirements (Sections 2.8, 5.16, 6.16, 7.16)</b>	1 <sup>st</sup> offence – warning; 2 <sup>nd</sup> offence – \$25; 3 <sup>rd</sup> or offences – \$50.
<b>Breach of coaching requirements (Section 2.8)</b>	1 <sup>st</sup> offence – warning; 2 <sup>nd</sup> offence - \$25; 3 <sup>rd</sup> offence - \$50.
<b>Breach of Blue Card requirements (Section 2.8)</b>	1 <sup>st</sup> offence – warning; 2 <sup>nd</sup> offence - \$25; 3 <sup>rd</sup> offence - \$50.
<b>Breach of safety, grounds, field and equipment requirements (Part 4 &amp; Sections 5.11, 5.13-5.14, 6.11, 6.13-6.14, 7.11-7.13, 7.14)</b>	1 <sup>st</sup> offence – warning; 2 <sup>nd</sup> offence – discretionary monetary penalty not exceeding \$200.
<b>Withdrawal of a team after date for Final Team Nominations (Section 1.7)</b>	\$100 per junior team; \$200 per senior team.

1.11.3 Penalties for breaches of Junior Competition specific Bylaws are as follows:

Infringement / Breach	Fine / Penalty
<b>Participation (including failure to adopt a continuous batting order) (Bylaws 7.8.7, 7.8.9, 7.9.3)</b>	1 <sup>st</sup> offence - \$100 and loss of game if finals; 2 <sup>nd</sup> offence - \$200 and loss of game.
<b>Players playing in higher / lower age or grade Except PONAG exempt players</b>	1 <sup>st</sup> offence - \$100 and loss of game if finals; 2 <sup>nd</sup> offence - \$200 and loss of game.

# GENERAL ADMINISTRATION

Infringement / Breach	Fine / Penalty
<b>Pitching and/or catching rules</b> <b>(Section 7.22)</b> <b>The BQ Development Manager shall be notified of all breaches of pitching and/or catching rules</b>	1 <sup>st</sup> offence - \$100 and loss of game if finals; 2 <sup>nd</sup> offence - \$200 and loss of game.

# 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 Sections 2.3-2.7.

### 2.2 ABL PLAYERS

- 2.2.1 Any player who has participated in an Australian Baseball League (ABL) Regular Season or Finals Series game, including Junior and/or “development” players, is not eligible to play in any Senior Competition division other than Division 1 during the same season.
- 2.2.2 Bylaw 2.2.1 applies only to GBL Senior Competition games occurring after that player has participated in an ABL game.
- 2.2.3 Clubs may apply in writing to the Competition Administrator for an exemption from Bylaw 2.2.1 outlining the extenuating circumstances. Any such exemption must be obtained by the GBL Committee prior to the player taking the field to play in the lower division.

### 2.3 REGISTRATION OF PLAYERS

- 2.3.1 Each player must enter his or her details into the approved database. Clubs must ensure all players are registered on the approved database, including ABL players, and they are to be made active and financial before taking the field to train or play.
- 2.3.2 Players not registered in accordance with this Section are deemed to be not registered or insured and shall not take part in any GBL Competition.
- 2.3.3 Clubs must ensure and check that players register as follows:
- a) All Clubs must ensure that all players are registered with payment on the approved 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 GBL 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.

### 2.4 TRANSFERS AND CLEARANCES

- 2.4.1 Transfers between Clubs shall be granted only if application in writing is made to the Competition Administrator. Applications for transfers during the season must outline the extenuating circumstances.
- 2.4.2 Unfinancial players shall not be eligible to transfer between Clubs and should not be granted a clearance by the losing club.
- 2.4.3 All transfer and clearance requirements must be fulfilled before a player can take the field.

### 2.5 MASTERS PLAYING IN SENIOR COMPETITIONS

- 2.5.1 Masters Players intending to participate in any Senior Competition must register on the approved database as a Senior Player. If a Masters Player who is not registered as a Senior Player participates in a Senior Competition game, the player will not be deemed ineligible but the Club will be invoiced the applicable fee to register that player accordingly.

### 2.6 JUNIORS PLAYING IN SENIOR COMPETITIONS

- 2.6.1 A Junior Player shall be eligible to play in Senior Competitions once they have reached the age of fifteen (15) years. PONAG Clearance is not required. 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.

# PLAYERS AND OFFICIALS

- 2.6.2 A Junior Player playing in Senior Competitions shall participate under the rules of that competition with the exception that junior pitching and catching restrictions prescribed under Junior Competitions continue to apply.

## 2.7 JUNIORS PLAYING FOR MORE THAN ONE CLUB

- 2.7.1 A Junior Player playing in a Senior Competition must do so with the Club with which that player is registered. A Junior Player may make an application in writing to the Competition Administrator to play Division 1 for a different Club if their registered Club does not have a Division 1 team. The application must be accompanied by letters of support from both Clubs involved.

## 2.8 COACHES, UMPIRES AND SCORERS

- 2.8.1 Clubs must provide the Competition Administrator 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* (Qld).
- 2.8.2 Requirements for the appropriate accreditation or competence of umpires and scorers for each of the individual Leagues are contained within the relevant Sections.

## 2.9 PROHIBITED SUBSTANCES

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

### 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.*

## 3 COMPETITIONS

### 3.1 COMPETITION STRUCTURE

- 3.1.1 The Competition Administrator shall conduct competitions in the Greater Brisbane Leagues (GBL) Summer Competition. These shall consist of Senior, Masters (35 years old and over) and Junior Competitions.
- 3.1.2 The GBL Committee shall determine the number of divisions in the Senior Competition and the Masters Competition.
- 3.1.3 The Junior Competition shall include the following divisions:
- a) Little League (Bandits and/or Rams);
  - b) Junior League (Bandits and/or Rams);
  - c) Senior League (Bandits and/or Rams); and
  - d) Under 20 (Bandits and/or Rams).
- 3.1.4 The Junior Competition shall be structured as follows:
- a) Pre-Christmas Little League® Club Competition; and
  - b) Post-Christmas Regular Club Competition.
- 3.1.5 Clubs must nominate teams for each level in which they wish to compete no later than the date advised in the Calendar of Events.
- 3.1.6 The Competition Administrator may review the grading of teams throughout the season.

### 3.2 COMPETITION SCHEDULING

- 3.2.1 The Competition Administrator shall determine the schedule of fixtures for all GBL Competitions which shall be published on the GBL website.
- 3.2.2 The Competition Administrator may amend fixtures as needed at any time. This may include, from time to time, changing fixtures to avoid scheduling clashes with the Brisbane Bandits or National Championships.
- 3.2.3 If the Competition Administrator amends a fixture, the amended fixture shall be published on the GBL website and the Club Presidents and Club Secretaries of the affected Clubs will be notified as soon as possible.

### 3.3 RESCHEDULING OF GAMES

- 3.3.1 Games that are incomplete or not played due to inclement weather or double forfeit shall, subject to Bylaws **3.3.2-3.3.5**, only be rescheduled if agreed between both teams involved.
- 3.3.2 The time and location of the game shall be agreed by both teams and details confirmed and sent to the Competition Administrator as follows:
- a) If rescheduled to a time on the same weekend as the scheduled game, the game card shall be sufficient notice; or
  - b) If rescheduled to a time following the weekend of the scheduled game, written notice by the Club Secretary from both Clubs must be provided within five (5) days of the game not being played.
- Once the details are agreed by both teams, all other Bylaws shall apply to the rescheduled game (including forfeit procedures - see Section **3.5**).
- 3.3.3 Division 1 night games that are incomplete or suspended shall be rescheduled and played as a new or suspended game (as the case may be) double header on the following Sunday afternoon or as determined by the Competition Administrator.



- 3.3.4 All other Division 1 games that are incomplete or suspended shall be rescheduled and played as a new or suspended game (as the case may be) on the following Wednesday night at 7pm or as otherwise determined by the Competition Administrator. Should both Clubs agree to an alternative day and/or time, the home Club Secretary must apply in writing to the Competition Administrator at least one (1) day prior to the rescheduled game.
- 3.3.5 In the Pre-Christmas Little League® Club Competition, Little League, Junior League and Senior League Bandits division games that are incomplete or not played shall be rescheduled and played as a new or suspended game as determined by the Competition Administrator.
- 3.3.6 Any Club wishing to reschedule a game in advance must apply in writing to the Competition Administrator via the Club Secretary at least three (3) days prior to the scheduled game. The application should include the reasons for rescheduling and if the opposing team has agreed to the change. The Competition Administrator may reschedule the game at their discretion. Once rescheduled, all other Bylaws shall apply to the rescheduled game.

## 3.4 INCLEMENT WEATHER PROCEDURE

- 3.4.1 Inclement weather refers to wet weather, extreme heat, lightning or any other similar event that renders the playing facilities unsafe for play.
- 3.4.2 All Clubs must nominate an Inclement Weather Contact and these numbers shall distributed to the Clubs.
- 3.4.3 If there is inclement weather on, or forecast for, the scheduled playing day:
- in advance**, the Competition Administrator may choose to cancel some or all games and, where applicable, will seek necessary guidance from BQ officials, Bureau of Meteorology and/or selected medical and legal practitioners. Should this occur, the Competition Administrator shall publish an update on the GBL website and notify the Club Presidents and Club Secretaries of the affected Clubs as soon as possible.
  - on game day**, if the Competition Administrator has not made a decision in advance, decisions regarding play shall be made by the host Club's Secretary (or their nominee) in accordance with Bylaws **3.4.4-3.4.5**.
  - during a game**, decisions regarding play shall be made by the umpires, subject to Bylaw **3.4.5**.
- 3.4.4 In the case of wet weather, the host Club must inspect the grounds and if unplayable must abide by the following:
- Notify the visiting Club's Inclement Weather Contact and the QBUA Appointments Officer (if applicable), not less than two (2) hours prior to the scheduled game start time where possible (or three (3) hours if the visiting Club is located more than seventy (70) km from the affected field); and
  - Call off games one grade at a time, unless it is obvious that the ground is unplayable for the entire day.
- Once a game has commenced, if the umpires consider that play is unsafe due to rain or lightning, play shall be temporarily suspended immediately.
- 3.4.5 In the case of heat-affected weather, the home Club Secretary (or their nominee) must monitor, on a half-hourly basis, current temperatures at the field's location via the Bureau of Meteorology website (or phone app). The following will apply:
- Should the current temperature reach the following, play shall be suspended immediately:
    - 40° Celsius for Senior and Master Competitions; or
    - 38° Celsius for Junior Competitions.
  - During play suspension, the temperature shall be monitored every 10 minutes. Play shall not resume until the temperature reaches the following:
    - 38° Celsius for Senior and Master Competitions; or
    - 36° Celsius for Junior Competitions.



- 3.4.6 A game shall be called off if there is a temporary suspension in play due to inclement weather for a continuous thirty (30) minute period unless the following applies:
- Where, after consultation with the grounds crew and team coaches, the umpire determines the ground will not be playable within the remaining time allowed, the game may be called off immediately; or
  - Where the umpire determines there is a possibility of completing a regulation game within the remaining time allowed, the temporary suspension may be continued beyond thirty (30) minutes.
- 3.4.7 Any time in which there is a temporary suspension in play due to inclement weather is included in the overall time allowed for that game.
- 3.4.8 Home team scorers must notify the Competition Administrator of games called off due to inclement weather by recording it on the game card. Where 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 the Competition Administrator (for player eligibility and/or rescheduling purposes).
- 3.4.9 Clubs are encouraged to use social media to advise players from both teams of the relocation, cancellation or otherwise of any game.
- 3.4.10 If a Club fails to comply with this Section, the opposing team may submit a protest in accordance with Section 1.8.

## 3.5 FORFEITS AND LATE STARTS

- 3.5.1 A Club that is unable to field a team in a scheduled game must notify the opposing Club, the QBUA Appointments Officer (if applicable) and the Competition Administrator at least two (2) business days prior to the commencement of the scheduled game.
- 3.5.2 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. The umpire shall record the late start and the offending team on the game card. Any time in which play is delayed under this rule is included in the overall time allowed for that game.
- 3.5.3 If, at fifteen (15) minutes after the scheduled start time or any time during the game, a 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.
- 3.5.4 If, at fifteen (15) minutes after the scheduled time or any time during the game, neither team is able to field the minimum number of players, both teams shall be awarded a loss and the score of 0-9 (unless the game is rescheduled under Bylaw 3.3.1). The umpire shall record the losses on the game card.
- 3.5.5 When a game is forfeited before commencement, the names of the players in attendance from the non-forfeiting team must be recorded in the game card. These players shall be deemed to have played that game for finals eligibility calculation purposes.
- 3.5.6 When a game is forfeited after commencement, all players named on the game card shall be deemed to have played that game for finals eligibility calculation purposes.

## 3.6 COMPETITION RECORDS

- 3.6.1 The Competition Administrator shall keep accurate records of the following:
- Results and participation of all games in the competitions;
  - All protests and reports recorded on game cards;
  - All cautions and ejections, as recorded on game cards by umpires;
  - All points/percentages allocated to each team according to the provisions of these Bylaws; and
  - Other information as required.

## 3.7 PERCENTAGE LADDERS

- 3.7.1 The Competition Administrator shall maintain a percentage ladder for each grade, in competition management on the GBL website, stating:
- The name of every team in that grade;
  - The number of games played by each team; and
  - 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 the Competition Administrator via the Club Secretary. The objection must contain grounds for dispute and include relevant evidence (e.g. copy of scorebooks, game cards etc.).
- 3.7.3 All competition ladder and finals positions shall be ranked by WIN percentage, as follows:
- WIN Percentage = Total Wins + Draws (Half) / Total Games Played**
- 3.7.4 Teams are ranked on the ladder in descending order.
- 3.7.5 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 the Competition Administrator and published in the schedule of fixtures, or elsewhere.
- 3.8.2 Should any two (2) or more teams finish in equal positions after completion of fixtures, the Competition Administrator shall allocate places using the following criteria:
- Head-to-head for the teams for the season; then
  - Runs against, head-to-head, for the season; then
  - Runs against overall for the season.
- 3.8.3 The team finishing higher on the table at the end of the scheduled fixtures shall be designated as the home team for the Semi Final.
- 3.8.4 Where possible and as time permits, the preferable Finals Series is:

Standard Competitions	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	
North/South Competitions	Home Team v Away Team	Result
<b>Northside Semi Final 1 (NSF1)</b>	Team 1 (N) v Team 4 (N)	Winner to PF, Loser eliminated
<b>Northside Semi Final 2 (NSF2)</b>	Team 2 (N) v Team 3 (N)	Winner to PF, Loser eliminated
<b>Southside Semi Final 2 (SSF2)</b>	Team 1 (S) v Team 4 (S)	Winner to PF, Loser eliminated
<b>Southside Semi Final 2 (SSF2)</b>	Team 2 (S) v Team 3 (S)	Winner to PF, Loser eliminated
<b>Northside Preliminary Final (NPF)</b>	Winner NSF1 v Winner NSF2	Winner to GF, Loser eliminated
<b>Southside Preliminary Final (SPF)</b>	Winner SSF1 v Winner SSF2	Winner to GF, Loser eliminated
<b>Grand Final (GF)</b>	Winner NPF v Winner SPF	

# COMPETITIONS

3.8.5 If agreed by both teams, a Semi Final (or Junior Preliminary Final) can be relocated to another venue. A request to relocate a Semi Final (or Junior Preliminary Final) needs to be submitted to the Competition Administrator in writing by both Club Secretaries at least two (2) days prior to the scheduled game.

3.8.6 Where possible, the following Finals Series games shall be held at a single venue:

- a) Divisions 1-3 Preliminary Finals;
- b) Divisions 1-3 Grand Finals;
- c) Divisions 4 and below Preliminary Finals;
- d) Divisions 4 and below Grand Finals; and
- e) Junior Competition (all grades) Grand Finals.

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 Finals (i.e. baseballs, umpires and lights) and shall notify the Clubs involved of the arrangements for other finals.

## 3.9 TROPHIES & AWARDS

3.9.1 The GBL 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 Little League Rams to Division 1
<b>Batting Award</b>	All Grades from Little League Rams to Division 1
<b>MVP Award</b>	All Grades from Little League Rams to Division 2
<b>David Nilsson Medal</b>	Division 1, all players
<b>MVP (Final Series)</b>	Division 1, Grand Final Series players only
<b>BQ Volunteer of the Year</b>	Nominated by Clubs

## 4 GROUNDS & EQUIPMENT

### 4.1 GROUNDS/FIELDS

- 4.1.1 All nominated fields must be available for the commencement of the competition, unless GBL 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 Clubs must maintain all fields to GBL approved standards. A GBL 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).
- 4.1.5 If GBL withdraws grounds from use pending rectification, no games can be played on those grounds until they are declared satisfactory.
- 4.1.6 The host Club must provide adequate toilet facilities at their ground. The Club must open these facilities during all games at that ground. Clubs must keep these facilities in a clean and hygienic condition in compliance with local government regulations.
- 4.1.7 All grounds must have a properly enclosed playing field and home run fence.
- 4.1.8 All benches/dugouts constructed within a permanent baseball field require protection or screening to protect players from the field of play and weather.
- 4.1.9 The host Club must provide an umpires' change room for the sole use of the umpires for the periods sixty (60) minutes before any game and thirty (30) minutes after any game.
- 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 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.

## 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
<b>Little League</b>	60 ft	46 ft	225 ft	Removable or Breakaway Hollywood
<b>Junior League</b>	80 ft	54 ft	300 ft	Permanent
<b>Senior League</b>	90 ft	60 ft 6 in	Open	Permanent
<b>Under 20</b>	90 ft	60 ft 6 in	Open	Permanent
<b>Senior/Masters</b>	90 ft	60 ft 6 in	Open	Permanent

4.2.2 All Little League and Junior League games 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 Clubs hosting night games must advise the Competition Administrator of the following in writing via the Club Secretary:

- a) The costs of the lights to conduct night games (generally for Division 1) for a minimum period of three (3) hours;
- b) The cost of the lights to conduct night games (generally for Masters Competition) for a minimum period of two (2) hours;
- c) 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 the Competition Administrator 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 League, Senior League and Under 20 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, Division 1 and Division 2 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.

4.4.3 Each coach and at least the umpire-in-chief officiating in a game shall enforce the uniforms rules 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 the Competition Administrator.

# SENIOR COMPETITION

## 5 SENIOR COMPETITION

### 5.1 PREAMBLE

5.1.1 This Part outlines the Bylaws applicable to the Senior Competition.

### 5.2 TEAM NOMINATIONS: DIVISIONS 1 & 2

5.2.1 To play in Divisions 1 and 2, Clubs must enter teams into both divisions, either as a single Club or by combining with one other Club ("Combined Club Entry"),

5.2.2 Teams from a Combined Club Entry may consist of players from both Clubs. Players and coaching staff in each team must wear the same uniform throughout the season.

### 5.3 GAME DURATION

5.3.1 Game lengths for Senior Competition games shall be:

Grade	Length
Division 1 – single game	9 innings (no time limit, played to a result)
Division 1 – double header	7 innings (no time limit, played to a result)
Division 1 – night game*	9 innings or 2.5 hours, played to a result
Division 2	9 innings or 2.5 hours
Division 2 – prior to Division 1 double header	9 innings or 2 hours
Division 3	9 innings or 2 hours
Division 4	9 innings or 2 hours
Division 5 and lower	9 innings or 2 hours

**Note:** Where two time measures are stipulated, the game length shall be whichever comes first. Games which remain tied after the stipulated number of innings but before the expiry of the time limit shall continue until a result is reached or an inning concludes after the time limit expires, whichever comes first.

\*See Bylaw **5.3.2-5.3.3** below

5.3.2 For Division 1 night games, the umpire shall call the game when the two and a half (2.5) hour limit is reached, so long as a minimum of five (5) innings has been played (4.5 if the home team is ahead) and a result has been reached (subject to Bylaw **5.3.3**).

5.3.3 Where the host venue has a light curfew, the umpire shall call the game once the light curfew has been reached. Division 1 night games that remain tied at the time the game is called shall be a suspended game and rescheduled in accordance with Bylaw **3.3.3**.

5.3.4 If an umpire deems play to be unsafe due to a lack of light, and suitable lights are available at the field, the game shall be completed under lights.

5.3.5 An inning started within the time allowed shall be completed, unless the home team is ahead in the bottom of the inning after the time limit has expired. An inning starts immediately after the final out of the previous inning.

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

### 5.4 RUN LIMITATION

5.4.1 In Divisions 4 and lower, the maximum number of runs that can be scored is six (6) per inning for the first three (3) innings.

# SENIOR COMPETITION

## 5.5 REGULATION GAME

5.5.1 In the event of inclement weather affecting game duration, the following shall constitute a regulation game:

Grade	Length
<b>Division 1</b>	5 innings – all games must be played to a result
<b>Division 2</b>	5 innings
<b>Division 3</b>	3 innings
<b>Division 4</b>	3 innings
<b>Division 5 and lower</b>	3 innings
<b>Note:</b> Where the home team is ahead in the bottom of the inning, the inning need not be completed.	

5.5.2 A game of fewer than the respective minimum number of innings shall be declared "no game", except where it is suspended or otherwise rescheduled in accordance with Section 3.3.

## 5.6 TEN (10) RUN RULE

5.6.1 For all Regular Season games, where a team is leading by ten (10) runs or more after the number of innings outlined below, then the game shall be called as a complete game:

Grade	Innings
<b>Division 1 – single game</b>	7 innings
<b>Division 1 – double header</b>	5 innings
<b>Division 2</b>	7 innings
<b>Division 2 – prior to Division 1 double header</b>	5 innings
<b>Division 3</b>	5 innings
<b>Division 4</b>	5 innings
<b>Division 5 and lower</b>	5 innings
<b>Note:</b> Where the home team is ahead in the bottom of the inning, the inning need not be completed.	

## 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.

## 5.8 PLAYERS

5.8.1 All teams shall field nine (9) players, subject to Bylaw 5.8.2.

5.8.2 In all grades except Division 1, games may commence and continue with a minimum of eight (8) players, however the vacant batting position shall be considered an automatic out. Where a game commences with eight players, the ninth batting position shall be vacant. Where a player leaves a game (for injury, ejection or otherwise) and is not replaced, their position in the batting order shall be vacant.

5.8.3 If any team has less than the minimum required number of players at any time, then the game shall be called a forfeit.



# SENIOR COMPETITION

- 5.8.4 Players eighteen (18) and nineteen (19) years old that pitch more than twenty (20) innings in Division 1 cannot pitch in the U20 competition.
- 5.8.5 Division 1 defensive starting teams shall consist of nine (9) players who have not taken part in any fixture for that day.
- 5.8.6 Every player starting in a Division 1 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.
- 5.8.7 A pitcher cannot pitch in two separate games on the same day.
- 5.8.8 No player may play more than two (2) games in the same day. The player will be considered an illegal player in any game played after the first two (2).
- 5.8.9 A player shall be listed on the game card when that player enters the game. Players listed on the game card shall have that game count as a game played for Finals Series and other eligibility purposes.
- 5.8.10 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.
- 5.8.11 Clubs may apply in writing to the Competition Administrator for an exemption from Bylaw **5.8.10** outlining the extenuating circumstances. Any such exemption must be obtained by the GBL Committee prior to the player taking the field to play in the other team.

## 5.9 DESIGNATED HITTER/10 BATTER RULE

- 5.9.1 A player may participate as a fielder in any division and participate as a designated hitter in a higher division on the same day.
- 5.9.2 A player may not participate as a designated hitter in a division and participate as a fielder in a higher division on the same day.
- 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 considered a player in relation to Bylaw **5.8.9** above.
- 5.9.5 Divisions 3 and lower may use a ten (10) player batting order if they have ten (10) or more players available at the discretion of each team's coach. If a coach elects to use a ten (10) batter order at the beginning of the game, it may only be reduced where players are ejected, injured or need to leave the game site before the end of the game.

## 5.10 COURTESY RUNNER

- 5.10.1 All teams may use a courtesy runner for the catcher if there are two (2) outs. The courtesy runner shall be:
  - a) any eligible player not in the game; or
  - b) a replaced player.If neither a) nor b) are available, the courtesy runner must be the last player out.
- 5.10.2 A courtesy runner cannot be replaced once on base except for injury, illness or ejection.
- 5.10.3 Only a courtesy runner who has played in the field or batted in the line-up shall be considered a player in relation to Bylaw **5.8.9** above. 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 or girl under the age of eighteen (18) must be a minimum of eight (8) years old and must wear a two-eared helmet at all times.
- 5.11.2 Protective cups are mandatory for all male players.
- 5.11.3 Junior 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. Senior Players and Coaches warming up a pitcher are only required to wear a mask and protective cup.

# SENIOR COMPETITION

- 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 less than nine (9) 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 the Competition Administrator within fourteen (14) days of when the injury occurred via the Club Secretary. 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 the Competition Administrator to be eligible for the disabled list within fourteen (14) days of when the injury occurred via the Club Secretary.
- 5.12.4 Players on the disabled list shall continue to be credited with game eligibility for finals (within the grade in which they played the majority of games at the time of injury, or the lowest grade if it is even).

## 5.13 BATS

- 5.13.1 All baseball bats must conform to the Official Baseball Rules, Rule 3.02.
- 5.13.2 Divisions 1 and 2 shall use wood, wood composite or wood laminate bats only.
- 5.13.3 All other Divisions 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 Divisions 3 and below shall use bats as described in Bylaw **5.13.3** except 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 the Competition Administrator and meet the specifications defined in Official Baseball Rules, Rule 3.01.

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- 5.14.3 In Division 1 and 2, the home team shall provide four (4) new balls and have balls in reserve (suitable for game play).
- 5.14.4 In all other divisions, 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 The home team shall provide both plate and base umpires who must have a minimum qualification as follows:

Grade	Accreditation
Division 1	QBUA Level 1 (yellow shirt)
Division 2	QBUA Level 1 (yellow shirt)
Division 3	QBUA Level O (green shirt)
Division 4	QBUA Level O (green shirt)
Division 5	QBUA Level O (green shirt)
<b>Note:</b> The home team shall only provide umpires for games where QBUA umpires have not been appointed	

- 5.15.2 For all grades, the umpire-in-chief must call from behind the plate. The base umpire must remain standing at all times.
- 5.15.3 Umpires shall not be replaced during a game unless they are injured or ill, or have the agreement of both team coaches.
- 5.15.4 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.
- 5.15.5 All umpires, of any level have the same rights and authority. They therefore:
- command the same respect; and
  - have the same responsibilities to the GBL Judiciary.
- 5.15.6 At the end of each game, the umpire-in-chief shall complete and sign the official game cards and scorebooks and print their name on the game card.
- 5.15.7 All participating umpires must complete a GBL Incident Report for any ejection, or other incident they wish to report (refer to the Reported Player & Tribunal Procedure).
- 5.15.8 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.
- 5.15.9 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 scorer who must have a minimum qualification as follows:

Grade	Accreditation
Division 1	CABS Level 2
Division 2	CABS Level 2

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<b>Division 3</b>	Competent (Level 1 recommended)
<b>Division 4</b>	Competent (Level 1 recommended)
<b>Division 5</b>	Competent (Level 1 recommended)

- 5.16.2 Scorers of both teams must sit together during the game to assist the accurate recording of details in scorebooks.
- 5.16.3 If a Division 1 or 2 team is unable to provide a National Level 2 accredited scorer, then the GBL may appoint a properly accredited scorer to the team and invoice the Club for the service.
- 5.16.4 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.
- 5.16.5 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 division;
  - A copy of these GBL Bylaws;
  - A scorebook; and
  - Appropriate stationery.

## 5.17 GAME CARDS/RESULTS

- 5.17.1 The home team scorer is responsible for forwarding results to the Competition Administrator. 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 coaches' 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; and
  - All names are spelt correctly.
- 5.17.3 The home Club shall ensure that they forward the game cards to the Competition Administrator 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 half the points of a win given for a tie.
- 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 SENIOR PREMIERSHIPS & FINALS

- 5.19.1 This Section applies to all Senior Grades excluding Division 1 (see Section **5.20**).
- 5.19.2 The Competition Administrator shall determine where and when Finals Series games are played. Generally, games will be played at the same day and time as Regular Season games, with the weeknights following available for games that require rescheduling.

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- 5.19.3 All Finals Series games shall be the same duration as regular season games but played to a result.
- 5.19.4 In the event of inclement weather affecting Finals Series games, the Competition Administrator shall reschedule the games subject to Bylaws **5.19.5-5.19.8**.
- 5.19.5 While the Competition Administrator will make an effort to reschedule games to a date favourable to the availability of both teams' players, games once scheduled are subject to these Bylaws (including forfeit procedures - see Section **3.5**).
- 5.19.6 The latest possible time for rescheduling any Finals Series games shall be:
  - a) Wednesday night following the original scheduled day for any Semi Final or Preliminary Final; or
  - b) Friday night following the original scheduled day for any Grand Final (or Thursday night should the applicable Friday be Good Friday).
- 5.19.7 Where limited field availability impacts the ability for the Competition Administrator to reschedule Finals Series games, games will be prioritised according to their division.
- 5.19.8 In the event a Finals Series game cannot be rescheduled or played within the time permitted under Bylaw **5.19.6**, teams will progress (or be awarded the premiership) as follows:
  - a) Highest competition standing; then
  - b) Head to head throughout the season.

## 5.20 DIVISION 1 PREMIERSHIPS & FINALS

- 5.20.1 This Section applies to Division 1 only.
- 5.20.2 The Competition Administrator shall determine where and when Finals Series games are played. Generally, games will be played at the same day and time as Regular Season games, with the weeknights following available for Game 3 (if required) or games that require rescheduling.
- 5.20.3 All Division 1 Finals Series games shall be played over a best of three (3) games series. The highest placed team shall be the home team for the first game, the away team for the second game, and the home team for the third game (if required).
- 5.20.4 All Division 1 Finals Series games, including double headers (where applicable), shall be nine (9) innings and played to a result.
- 5.20.5 In the event of inclement weather affecting Finals Series games, the Competition Administrator shall reschedule the games subject to Bylaws **5.20.6-5.20.8**.
- 5.20.6 While the Competition Administrator will make an effort to reschedule games to a date favourable to the availability of both teams' players, games once scheduled are subject to these Bylaws (including forfeit procedures - see Section **3.5**).
- 5.20.7 The latest possible time for rescheduling any Finals Series games shall be:
  - a) Wednesday night following the original scheduled days for any Semi Final or Preliminary Final Series; or
  - b) Friday night following the original scheduled days for the Grand Final series (or Thursday night should the applicable Friday be Good Friday).
- 5.20.8 In the event a Finals Series game cannot be rescheduled or played within the time permitted under Bylaw **5.20.7**, teams will progress (or be awarded the premiership) as follows:
  - a) Head to head throughout the entire Finals Series ; then
  - b) Highest competition standing; then
  - c) Head to head throughout the season.

## 5.21 ELIGIBILITY FOR FINALS

- 5.21.1 Subject to Bylaw **5.21.2**, Senior Players are eligible for participation in a particular division for Finals Series where they have either:

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- a) Participated in 33% of Regular Season games played by that team; or
- b) Participated in 33% of Regular Season games in a team at the same Club but in a lower division.

- 5.21.2 Clubs may apply in writing to the Competition Administrator for an exemption from Bylaw **5.21.1** if an exemption under Bylaw **5.8.11** has already been granted. Any such exemption must be obtained prior to the player taking the field to play in the other team.
- 5.21.3 ABL players that have been registered with their Club prior to 1 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.
- 5.21.4 The lowest division that a player can participate in a Finals Series is the division in which the player has played the majority of their Regular Season games a percentage of games played by that team. Where a player has played an equal percentage, they qualify for the lower of the two divisions.

*EXAMPLE: A player who plays 20 games in Division 1 when the team has played 40 games has a participation percentage of 50%. The same player who plays 15 games in Division 2 when the team has played 20 games has a participation percentage of 75%. Therefore this player would be eligible for Division 2 and Division 1 because, in this case, the majority of games as a percentage have been played in Division 2.*

- 5.21.5 Masters Players who are not registered Senior Players (i.e. have not played any Regular Season Senior Competition games) and Junior Players eligible to play under Bylaw **2.6** are permitted to play in any division for Finals Series games (without meeting minimum participation) provided they have qualified as per Bylaw **5.21.2**. However, where a player under this Bylaw has not met the minimum participation stipulated in Bylaw **5.21.1**, they may not be played ahead of a player who has met the minimum participation requirements and remains on the bench except in the case of injury or ejection. They may not participate as a designated hitter or tenth batter.

*EXAMPLE 1: A Junior Player plays four games in Division 3 (the team has played 20 – 20%) and two games in Division 4 (the team has played 20 – 10%) throughout the season. While they do not qualify under 5.21.1, they can play under this rule, but only Division 3 or higher and only where the team is unable to field nine players who have qualified under 5.21.1.*

*EXAMPLE 2: A Masters Player has not played in any Senior Competition games during the season. That player may play in any division at their club for Finals Series game but only where the team is unable to field nine players who have qualified under 5.21.1.*

- 5.21.6 Masters Players who participate in Finals Series games under Bylaw **5.21.5** are exempt from registering as a Senior Player as required by Bylaw **2.5.1**.
- 5.21.7 Washouts (before the game commences) shall not count as games played in determining a player's eligibility for finals.
- 5.21.8 In respect of forfeits, only the non-forfeiting team shall be credited with eligibility as per Bylaw **3.5.5**.

# MASTERS COMPETITION

## 6 MASTERS COMPETITION

### 6.1 PREAMBLE

6.1.1 This Part outlines the Bylaws applicable to the Masters Competition.

### 6.2 TEAM NOMINATIONS

6.2.1 Teams must consist of players aged thirty-five (35) years and older. All players are permitted to play in this League upon reaching their thirty-fifth (35<sup>th</sup>) birthday.

### 6.3 GAME DURATION

6.3.1 All Masters Competition games are nine (9) innings or one and a half (1.5) hours, whichever comes first.

6.3.2 Games which remain tied after the stipulated number of innings but before the expiry of the time limit shall continue until a result is reached or **an inning concludes after** the time limit expires, whichever comes first.

6.3.3 An inning started within the time allowed shall be completed, unless the home team is ahead in the bottom of the inning after the time limit has expired. An inning starts immediately after the final out of the previous inning.

6.3.4 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 The maximum number of runs that can be scored is six (6) per inning for the first two (2) innings.

### 6.5 REGULATION GAME

6.5.1 In the event of inclement weather affecting game duration, the two (2) innings shall constitute a regulation game (1.5 if the home team is ahead). [See Bylaw **6.19.3** for Grand Finals]

6.5.2 A game of fewer than the respective minimum number of innings shall be declared "no game", except where it is suspended and rescheduled in accordance with Section **3.3**.

### 6.6 TEN (10) RUN RULE

6.6.1 For all Regular Season games, where a team is leading by ten (10) runs or more after five (5) equal innings (4.5 if the home team is ahead), 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 move quickly 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.

### 6.8 PLAYERS

6.8.1 All teams shall field nine (9) players.

6.8.2 Games may commence and continue with a minimum of eight (8) players, however the vacant batting position shall be considered an automatic out. Where a game commences with eight players, the ninth



# MASTERS COMPETITION

batting position shall be vacant. Where a player leaves a game (for injury, ejection or otherwise) and is not replaced, their position in the batting order shall be vacant.

- 6.8.3 If any team has less than eight (8) players at any time, then the game shall be called a forfeit.
- 6.8.4 A player shall be listed on the game card when that player enters the game. Players listed on the game card shall have that game count as a game played for Finals Series and other eligibility purposes.
- 6.8.5 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.
- 6.8.6 Clubs may apply in writing to the Competition Administrator for an exemption from Bylaw **6.8.5** outlining the extenuating circumstances. Any such exemption must be obtained by the GBL Committee prior to the player taking the field to play in the other team.

## 6.9 DESIGNATED HITTER / 10 BATTER RULE

- 6.9.1 Teams in Masters Competition may use a designated hitter (see Official Baseball Rules, Rule 5.11) with the following amendment:
  - a) The game pitcher may be substituted to bat or run for any player but the designated hitter rule shall then terminate.
- 6.9.2 The designated hitter shall not be eligible for Most Valuable Player votes.
- 6.9.3 In Masters Competition games, teams may use a ten (10) player batting order if they have ten (10) or more players available at the discretion of each team's coach. If a coach elects to use a ten (10) batter order at the beginning of the game, it may only be reduced where players are ejected, injured or need to leave the game site before the end of the game.

## 6.10 COURTESY RUNNER

- 6.10.1 All teams may use a courtesy runner for the catcher if there are two (2) outs. The courtesy runner shall be:
  - a) any eligible player not in the game; or
  - b) a replaced player.If neither a) nor b) are available, the courtesy runner must be the last player out.
- 6.10.2 A courtesy runner cannot be replaced once on base except for injury, illness or ejection.
- 6.10.3 Only a courtesy runner who has played in the field or batted in the line-up shall be considered a player in relation to Bylaw 6.8.4 above. No running stats shall be credited to the courtesy runner; they shall be credited to the catcher.
- 6.10.4 A runner who replaces a player who is injured or unable to run shall not be permitted to steal bases. Any runner who does so shall be called out.

## 6.11 PROTECTIVE EQUIPMENT

- 6.11.1 Any bat boy or girl under the age of eighteen (18) must be a minimum of eight (8) years old and must wear a two-eared helmet at all times.
- 6.11.2 Protective cups are mandatory for all male players.
- 6.11.3 Junior 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. Senior Players and 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.



# MASTERS COMPETITION

## 6.12 INJURIES & DISABLED LIST

- 6.12.1 If a player leaving the game due to illness or injury reduces the team to less than nine (9) 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 the Competition Administrator within fourteen (14) days of when the injury occurred via the Club Secretary. 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 the Competition Administrator to be eligible for the disabled list within fourteen (14) days of when the injury occurred via the Club Secretary.
- 6.12.4 Players on the disabled list shall continue to be credited with game eligibility for finals.

## 6.13 BATS

- 6.13.1 All baseball bats must conform to the Official Baseball Rule 3.02.
- 6.13.2 All bats used in Masters Competitions 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) It 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) If 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 and a half ( $1\frac{1}{2}$ ) inch 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.
- 6.13.3 Females playing in Divisions 3 and below shall use bats as described in Bylaw 6.13.2 except 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 the Competition Administrator and meet the specifications defined in Official Baseball Rules, Rule 3.01.
- 6.14.3 In all Masters Competition 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 The home team shall provide the plate umpire and the away team shall provide the base umpire. All umpires must be QBUA approved and hold at least Level O (green shirt) qualification.

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- 6.15.2 For all Grades, the umpire-in-chief must call from behind the plate. The base umpire must remain standing at all times.
- 6.15.3 Umpires shall not be replaced during a game unless they are injured or ill, or have the agreement of both team coaches.
- 6.15.4 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.
- 6.15.5 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 GBL Judiciary.
- 6.15.6 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.
- 6.15.7 All umpires must complete an incident report for any ejection, or other incident they wish to report. Refer to the Reported Player & Tribunal Procedure.
- 6.15.8 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.
- 6.15.9 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 these Bylaws;
  - d) A scorebook; and
  - e) Appropriate stationery.

## 6.17 GAME CARDS/RESULTS

- 6.17.1 The home team scorer is responsible for forwarding results to the Competition Administrator. Both scorers are responsible for the accuracy of the score card.
- 6.17.2 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; and
  - d) All names are spelt correctly.

# MASTERS COMPETITION

- 6.17.3 The home club shall ensure that they forward the game cards to the Competition Administrator 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:
- 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 half the points of a win given for a tie.
- 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 The Competition Administrator shall determine where and when Finals Series games are played. Generally, games will be played at the same day and time as Regular Season games, with the following weeknights available for games that require rescheduling.
- 6.19.2 All Masters Competition finals games shall be the same duration as the regular season and played to a result.
- 6.19.3 For all Masters Competition Grand Finals, three (3) innings shall constitute a complete game in the event of inclement weather (2.5 if the home team is ahead).
- 6.19.4 In the event of inclement weather affecting Finals Series games, the Competition Administrator shall reschedule the games subject to Bylaws **6.19.5-6.19.8**.
- 6.19.5 While the Competition Administrator will make an effort to reschedule games to a date favourable to the availability of both teams' players, games once scheduled are subject to these Bylaws (including forfeit procedures - see Section **3.5**).
- 6.19.6 The latest possible time for rescheduling any Finals Series games shall be Friday night following the original scheduled day (or Thursday night should the applicable Friday be Good Friday).
- 6.19.7 Where limited field availability impacts the ability for the Competition Administrator to reschedule Finals Series games, games will be prioritised according to their division.
- 6.19.8 In the event a Finals Series game cannot be rescheduled or played within the time permitted under Bylaw **6.19.6**, teams will progress (or be awarded the premiership) as follows:
- c) Highest competition standing; then
  - d) Head to head throughout the season.

## 6.20 ELIGIBILITY FOR FINALS

- 6.20.1 To be eligible for the finals, players must have participated in 33% of Regular Season games played by that team.
- 6.20.2 Washouts (before the game commences) shall not count as games played in determining a player's eligibility for finals.
- 6.20.3 In respect of forfeits, only the non-forfeiting team shall be credited with eligibility as per Bylaw **3.5.5**.

# JUNIOR COMPETITION

## 7 JUNIOR COMPETITION

### 7.1 PREAMBLE

- 7.1.1 This Part outlines the Bylaws applicable to the Junior Competition. The Junior competition will consist of two components:
- Pre-Christmas Little League® Club Competition; and
  - Post-Christmas Regular Club Competition.
- 7.1.2 The Junior Competition will be governed by these Bylaws and the Little League Baseball® Official Regulations, Playing Rules and Policies (“Green Book”) as currently endorsed by Little League International. Where these Bylaws are silent, the rules in the Green Book will apply. Where these Bylaws and the Green Book are inconsistent, the Bylaws will apply to the extent of any inconsistency. The relevant sections of the Green Book will be referred to where applicable.

### 7.2 TEAM NOMINATIONS

- 7.2.1 Junior teams may consist of players from one Club or multiple Clubs within the same Charter.
- 7.2.2 Where teams consist of players from multiple Clubs, players and coaching staff may wear their own Club uniform throughout the season.
- 7.2.3 Teams must consist of players conforming with the Little League® Age Matrix, as updated on the [BQ website](#). All registered players are required to show proof of age upon initial registration with a club.

### 7.3 JUNIOR GAME DURATION

- 7.3.1 Game lengths for all Junior Competition games shall be:

Grade	Length
Under 20 – Bandits & Rams	9 innings or 2 hours
Senior League – Bandits & Rams (single game)	7 innings or 2 hours
Senior League – Bandits & Rams (double header)	7 innings or 1.5 hours
Junior League – Bandits & Rams (single game)	7 innings or 2 hours
Junior League – Bandits & Rams (double header)	7 innings or 1.5 hours
Little League – Bandits (single game)	6 innings or 2 hours
Little League – Bandits (double header)	6 innings or 1.5 hours
Little League – Rams (single game)	6 innings or 1.5 hours
Little League – Rams (double header)	6 innings or 1.25 hours

**Note:** Where two time measures are stipulated, the game length shall be whichever comes first. Games which remain tied after the stipulated number of innings but before the expiry of the time limit shall continue until a result is reached or an inning concludes after the time limit expires, whichever comes first.

\*See **Green Book** Reg X(c), Rules 4.10-4.11.

- 7.3.2 If an umpire deems play to be unsafe due to a lack of light, and suitable lights are available at the field, the game shall be completed under lights.
- 7.3.3 An inning started within the time allowed shall be completed, unless the home team is ahead in the bottom of the inning after the time limit has expired. An inning starts immediately after the final out of the previous inning.

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7.3.4 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 all Rams divisions, the maximum number of runs that can be scored is six (6) per inning.

## 7.5 REGULATION GAME

7.5.1 In the event of inclement weather affecting game duration, the following shall constitute a regulation game:

Grade	Length
Under 20 – Bandits & Rams	40 minutes
Senior League – Bandits & Rams	40 minutes
Senior League – Bandits & Rams (double header)	30 minutes
Junior League – Bandits & Rams	40 minutes
Junior League – Bandits & Rams (double header)	30 minutes
Little League – Bandits	40 minutes
Little League – Bandits (double header)	30 minutes
Little League – Rams	30 minutes
Little League – Rams (double header)	25 minutes

**Note:** Where the home team is ahead in the bottom of the inning, the inning need not be completed.  
\*See **Green Book** Rule 4.10.

7.5.2 A game of fewer than the respective minimum number of innings shall be declared "no game", except where it is suspended and rescheduled in accordance with Section **3.3**.

## 7.6 TEN (10) RUN RULE

7.6.1 In Regular Season games, where a team is leading by ten (10) runs or more after the number of innings outline below, the game shall be called as a complete game:

Grade	Length
Under 20 – Bandits & Rams	5 innings
Junior League – Bandits & Rams	5 innings
Junior League – Bandits & Rams	5 innings
Little League - Bandits	4 innings
Little League - Rams	4 innings

**Note:** Where the home team is ahead in the bottom of the inning, the inning need not be completed.  
\*See **Green Book** Rule 4.10.

## 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 run 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

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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 Pitchers warm up coming from the field should be encouraged, but is at the discretion of the umpire. Coaches are encouraged to warm up players for possible pitching changes during the offensive half of the inning.

## 7.8 PLAYERS

- 7.8.1 All teams shall field nine (9) players.
- 7.8.2 Games may commence and continue with a minimum of eight (8) players, however the vacant batting position shall be considered an automatic out. Where a game commences with eight players, the ninth batting position shall be vacant. Where a player leaves a game (for injury, ejection or otherwise) and is not replaced, their position in the batting order shall be vacant.
- 7.8.3 If any team has less than eight (8) 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 in defence or as a designated hitter in Senior League or Under 20.
- 7.8.5 Where two (2) or more teams compete at the same age-group and division within a Club, the Club may not exchange or alternate players among these teams in normal competition or during any final except to avert a possible forfeit when one of those teams has a bye.
- 7.8.6 Clubs may apply in writing to the Competition Administrator for an exemption from Bylaw **7.8.5** outlining the extenuating circumstances. Any such exemption must be obtained by the GBL Committee prior to the player taking the field to play in the other team.
- 7.8.7 Teams may use players from the age-group immediately below during the Regular Season provided such players have PONAG Clearance (see Appendix A) and are not played ahead of a player in the correct age group who remains on the bench (except in the case of injury or ejection).
- 7.8.8 Players in Little League and Junior League 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).
- 7.8.9 Any player not in the starting defensive line-up must be entered into the game at the half-way mark of the time allowed for that game unless players require substitution because of injury, ejection or needing to leave the game site early (NOTE: A five (5) minute leeway either side of the time is permitted).
- 7.8.10 A player in the starting line-up who has been substituted may re-enter the game once, in any position in the batting order, provided the player they substitute has:
- completed at least one at bat; and
  - played defensively for at least six (6) consecutive outs.
- \*See **Green Book** Rule 3.03
- 7.8.11 In Rams divisions, all players in the batting order may be given a defensive position. Only one player may occupy the catcher's position.
- \*See **Green Book** Rule 4.01

## 7.9 BATTING RULES

### Designated Hitter

- 7.9.1 Teams in Under 20 may use a designated hitter (see Official Baseball Rules, Rule 5.11).
- 7.9.2 Teams in Senior League may use a designated hitter to bat throughout the game for a designated player in the defensive lineup. There is no designated hitter in Little League or Junior League.
- NOTE: For Senior League, this rule is subject to Bylaw **7.9.3** below (i.e. a designated hitter may only be used if a team has more than twelve (12) players available).
- \*See **Green Book** Rule 3.03

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## **Continuous Batting Order**

7.9.3 If teams in Little League, Junior League or Senior League have more than nine (9) players present for the game, teams must use a continuous batting order whereby all players (up to twelve (12) players) must bat.

\*See **Green Book** Rule 4.04

7.9.4 If teams in Under 20 have more than nine (9) players present for the game, teams may use a continuous batting order of up to twelve (12) players (at the discretion of each team's coach). If a coach elects to use a continuous batting order at the beginning of the game, it may only be reduced where players are ejected, injured or need to leave the game site before the end of the game.

7.9.5 Bylaw **7.9.3** does not apply to PONAG Clearance Type 1 players (temporary permission, see Appendix A). However these players may be included in a team's continuous batting order at the discretion of that team's coach 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.

7.9.6 Players in the batting order who are not designated a defensive position:

- a) must stay in the same batting position for the complete game;
- b) may appear in any batting position; and
- c) must enter the game in defence at the half way point (see Bylaw **7.8.9**);

7.9.7 When a player is injured, ejected or must leave the game site before the end of the game and there are no players available to replace them, the team will skip over their batting position without penalty providing nine or more players remain.

7.9.8 The continuous batting order is for player development only and participation will only be counted once players appear defensively in a game.

## **Replacing a Batter**

7.9.9 In Junior Competition, a batter cannot be replaced during their at bat, except in the case of an injury to the batter.

## **Throwing the Bat**

7.9.10 Batters are prohibited from throwing the bat. 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 the bases that they last legally occupied.

## **7.10 COURTESY RUNNER**

7.10.1 Courtesy runners are not permitted in Junior Competition.

\*See **Green Book** Rule 3.04

## **7.11 PROTECTIVE EQUIPMENT**

7.11.1 Bat boys/girls are not permitted.

\*See **Green Book** Rule 3.17

7.11.2 Protective cups are mandatory for all players.

\*See **Green Book** Rule 1.17

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.

7.11.4 Managers and coaches shall not warm up pitchers.

\*See **Green Book** Regulation XIV(f)

7.11.5 All batters and baserunners must wear properly fitted, non-damaged two eared helmets.

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- 7.11.6 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.
- 7.11.7 All clubs must make available a generous supply of SPF 30+ sunscreen.

## 7.12 INJURIES

- 7.12.1 If a player leaving the game due to illness or injury reduces the team to less than nine (9) 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.

## 7.13 BATS

- 7.13.1 All Junior Competition baseball bats must meet Little League® specifications.

\*See **Green Book** Rule 1.10

- 7.13.2 For Little League:

- a) Bats 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.
- b) Composite barrel bats are prohibited unless approved on the Little League® [website](#).

- 7.13.3 For Junior League:

- a) Bats shall not be more than thirty-four (34) 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 ( $\frac{15}{16}$ ) of an inch in diameter (seven eighths ( $\frac{7}{8}$ ) of an inch for bats less than thirty (30) inches) at its smallest part.
- b) 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 certification mark shall be rectangular, a minimum of one half ( $\frac{1}{2}$ ) inch on each side and located on the barrel of the bat in any contrasting colour.
- c) If a two and one quarter ( $2\frac{1}{4}$ ) inch 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.)

- 7.13.4 For Senior League and Under 20:

- a) Bats 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 ( $\frac{15}{16}$ ) of an inch in (seven eighths ( $\frac{7}{8}$ ) of an inch for bats less than thirty (30) inches) at its smallest part.
- b) 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).
- 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- - 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 and one half ( $1\frac{1}{2}$ ) of an inch on each side and located on the barrel of the bat in any contrasting colour.

## 7.14 GAME BALLS

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



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7.14.2 Teams must supply balls weighing between five (5) and five and one fourth ( $5\frac{1}{4}$ ) ounces, and measuring between nine (9) and nine and one fourth ( $9\frac{1}{4}$ ) inches in circumference.

\*See **Green Book** Rule 1.09.

7.14.3 The home team shall provide two (2) new balls and make available additional balls in good condition.

7.14.4 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 The home team shall provide the plate umpire and the away team shall provide the base umpire. All umpires must be QBUA approved and hold at least Level O (green shirt) qualification.

7.15.2 For all grades, the umpire-in-chief must call from behind the plate. The base umpire must remain standing at all times.

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

7.15.4 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.

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

- c) command the same respect; and
- d) have the same responsibilities to the GBL Judiciary.

7.15.6 At the end of each game, the umpire-in-chief shall complete and sign the official game cards and scorebooks and print their name on the game card.

7.15.7 All umpires must complete an incident report for any ejection, or other incident they wish to report. Refer to the Reported Player & Tribunal Procedure.

7.15.8 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.

7.15.9 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.

7.15.10 No member of either coaching staff is permitted to umpire unless agreed upon by both teams.

7.15.11 Junior players aged 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.

7.15.12 After three (3) coaching visits to the pitcher 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.

## 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:

- f) An adequate supply of blank Incident Report Forms;

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- g) A blank game card for the relevant division;
- h) A copy of these GBL Bylaws;
- i) A scorebook; and
- j) Appropriate stationery.

## 7.17 GAME CARDS/RESULTS

- 7.17.1 The home team scorer is responsible for forwarding results to the Competition Administrator. Both scorers are responsible for the accuracy of the score card.
- 7.17.2 Home team scorer shall ensure that:
  - e) Game cards are fully completed, accurate and legible;
  - f) Team coach's names are printed in the appropriate place on the card;
  - g) Umpires-in-chief and each scorer must sign and print their name in the appropriate place on the card; and
  - h) All names are spelt correctly.
- 7.17.3 The home Club shall ensure that they forward the game cards to the Competition Administrator 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:
  - c) 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.
  - d) All competitions are by winning percentage, with half the points of a win given for a tie.
- 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 The Competition Administrator shall determine where and when Finals Series games are played. Generally, games will be played at the same day and time as Regular Season games, with the following weeknights available for games that require rescheduling.
- 7.19.2 All Junior Competition finals games shall be the same duration as the regular season but played to a result.
- 7.19.3 In the event of inclement weather affecting Finals Series games, the Competition Administrator shall reschedule the games subject to Bylaws **7.19.4-7.19.7**.
- 7.19.4 While the Competition Administrator will make an effort to reschedule games to a date favourable to the availability of both teams' players, games once scheduled are subject to these Bylaws (including forfeit procedures - see Section **3.5**).
- 7.19.5 The latest possible time for rescheduling any Finals Series games shall be:
  - c) Wednesday night following the original scheduled day for any Semi Final or Preliminary Final; or
  - d) Friday night following the original scheduled day for any Grand Final (or Thursday night should the applicable Friday be Good Friday).
- 7.19.6 Where limited field availability impacts the ability for the Competition Administrator to reschedule Finals Series games, games will be prioritised according to their division.

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- 7.19.7 In the event a Finals Series game cannot be rescheduled or played within the time permitted under Bylaw **7.19.5**, teams will progress (or be awarded the premiership) as follows:
- e) Highest competition standing; then
  - f) Head to head throughout the season.

## 7.20 ELIGIBILITY FOR FINALS

- 7.20.1 All Little League, Junior League and Senior League players are eligible for participation in a particular team for Finals Series games if they have played the majority of their Regular Season games with that team.
- 7.20.2 Players in Under 20 are eligible for participation in a particular team for Finals Series games where they have participated in 33% of Regular Season games played by that team.
- 7.20.3 Clubs may apply in writing to the Competition Administrator for an exemption from Bylaws **7.20.1** or **7.20.2** outlining the extenuating circumstances including whether a previous exemption has been granted under Bylaw **7.8.6**. Any such exemption must be obtained by the GBL Committee prior to the player taking the field to play in the other team.
- 7.20.4 Teams may not use players from another team at their Club in the same age-group and division.
- 7.20.5 Teams may use the following players if they are unable to field nine players from their Regular Season team:
- a) Players from the age-group immediately below (with PONAG Clearance, see Appendix A); and/or
  - b) For Bandits division teams, players in the same age-group who played the majority of their Regular Season games in a Rams division team.
- 7.20.6 To avoid any doubt, players who are not part of the Regular Season team may not be played ahead of a Regular Season player who remains on the bench except in the case of injury or ejection.

## 7.21 IMMINENT PLAY RULE

- 7.21.1 In Rams Divisions, players who do not slide at 2<sup>nd</sup> and 3<sup>rd</sup> bases and home plate when a play is imminent shall be called out. This Rule does not apply to runners returning to the base on a pickoff attempt.
- 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.
- 7.21.2 In Bandits Divisions, players who do not slide or attempt to get around a fielder who has the ball and is waiting to make the tag shall be called out.
- \*See **Green Book** Rule 7.08
- 7.21.3 At home plate, the runner should be encouraged to slide feet first. In Little League, players who slide head first while advancing shall be called out.
- \*See **Green Book** Rule 7.08

## 7.22 PITCHING AND CATCHING RESTRICTIONS

- 7.22.1 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.
- 7.22.2 In Junior League, Senior League and Under 20, a pitcher who is substituted to another position but remains in the game may return to pitch any time in the remainder of the game, but only once per game. In Little League, pitchers once removed from the mound may not return as pitchers.
- \*See **Green Book** Rule 3.03
- 7.22.3 In Little League, a player cannot pitch more than one game a day.

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\*See **Green Book** Tournament Playing Rules (“TPR”) 4(f)

- 7.22.4 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
Little League	75 pitches per day
Junior League	85 pitches per day
Senior League	95 pitches per day
Under 20	105 pitches per day

\*See **Green Book** Reg VI

- 7.22.5 Little League and Junior League 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 on consecutive days	One (1) calendar day of rest must be observed
1 – 20	Zero (0) calendar days of rest must be observed

\*See **Green Book** Reg VI

- 7.22.6 Senior League 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 on consecutive days	One (1) calendar day of rest must be observed
1 – 30	Zero (0) calendar days of rest must be observed

\*See **Green Book** Reg VI

- 7.22.7 If a pitcher reaches the limit imposed in for pitches per day or the mandatory rest period thresholds for their league age while facing a batter, the pitcher may continue to pitch (without penalty) until any one of the following occur:

- a) That batter reaches base;
- b) That batter is put out; or
- c) The third out is made to complete the half-inning.

\*See **Green Book** TPR 4(e)

- 7.22.8 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.
- 7.22.9 A catcher who plays the position of catcher in four (4) or more innings is ineligible to pitch for the remainder of that day.
- 7.22.10 Pitches delivered in games declared “Regulation Tie Games” or “Suspended Games” shall be charged against pitcher’s eligibility.

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- 7.22.11 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.
- 7.22.12 It is strongly recommended that pitchers at the junior levels throw at least 75% fastballs throughout the season and that pitchers not pitch in excess of  $\frac{1}{3}$  of their game maximum in any single inning.
- 7.22.13 There are no balks in Little League.

## 7.23 BASE RUNNING (LITTLE LEAGUE)

- 7.23.1 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.  
\*See **Green Book** Rule 7.13
- 7.23.2 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.

## 7.24 BATTING (LITTLE LEAGUE RAMS DIVISION)

- 7.24.1 There is no "dropped third strike rule" in Little League Rams Division (i.e if the catcher drops the third strike the batter is automatically out).
- 7.24.2 In the event that the count upon a batter in the Little League Rams Division 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:
- The batter cannot bunt. Any ball that fails to travel at least fifteen (15) feet from home plate shall be called foul.
  - The catcher must take up position in the catcher's box.
  - The pitcher must stand behind the pitchers plate.
  - The coach shall place the ball on a tee.
  - The batted ball shall remain in play with all regular rules in effect.
  - When the tee is in use, the runners are not permitted to advance until the ball has been batted.
  - The batter continues their turn at bat until they hit the ball in play – The batter cannot be struck out.

## 8 BEHAVIOUR MANAGEMENT

Under review.

## 9 APPENDIX A – PONAG

### 1 AGE REQUIREMENTS

- A. See Little League® Age Matrix, as updated on the [BQ website](#).
- B. All **registered** players are required to show proof of age upon initial registration with a club.
- C. There is to be no age restriction for Aussie T-Ball (recommended age: under 8 years of age) **or** Rookie Ball (recommended age: 8 – 9 years of age inclusive). Any person outside these age brackets that wishes to play Aussie T-Ball or Rookie Ball, must seek permission from the Regional Director of Coaching or the League administering the competition.
- D. See the documents available [from this link](#) for further details for Tournament age cut offs.

### 2 PLAYING OUTSIDE NATURAL AGE GROUPS (“PONAG”)

- A. 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 BQ; any such appeal must be made in writing and addressed to the BQ Development Manager.
- B. There are two (2) forms of PONAG. These are referred to as Type 1, which refers to “temporary” permission to play outside natural age group. Type 2 refers to “permanent” permission to play outside natural age group. In each case 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 BQ. The application form or “**Playing Outside Natural Age Group Application and Informed Consent Form**” is available on the [BQ Website](#).
- C. Any approval to play outside of natural age groups may be reviewed and/or revoked at any time by the issuing authority or BQ.
- D. 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 will 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.  
  
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).
- E. 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. BQ approval must be sought before implementation.

### 3. CLEARANCE TYPE 1 - TEMPORARY PERMISSION

- A. 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.
- B. 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: Players aged 15 and older do not require permission to play senior baseball.
- C. 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.

Exception to Rule 3(C) above - Players playing up an age group under temporary permission provisions may play as the tenth batter for the entire game.

- D. Temporary permission requires the parent/guardian of the player playing outside their natural age group to sign the PONAG permission and informed consent form. This form must also be signed by the coach of the adopting team.
- E. The completed, PONAG 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.
- F. 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.

NB: A written application may be made to BQ for exception to this rule outlining the extenuating circumstances.

- G. 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 Clearance Type 1 arrangements.
- H. 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).
- I. When playing up an age level under Temporary Permission, players are **prohibited from pitching and catching**.
- J. 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.

#### 4 CLEARANCE TYPE 2 - PERMANENT PERMISSION

- A. 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.
- B. 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 2 above).
- C. 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 PONAG 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.

- D. The League Registrar is to provide the adopting team/relevant player with a cover note on League letterhead outlining the grade(s) and age group(s) in which the player is eligible to play. 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.
- E. Permanent Permission is only valid for the season in which it is granted.
- F. Players may apply for permanent permission to play up or down one age group only.



- G.** 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 BQ. 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.
- a) No player may play the position of pitcher and catcher in the same day.
  - b) 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.
  - c) 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.

## **5 APPEALS AND REVIEWS PROCESS**

- A.** Appeals against any decision to play outside natural age group must be referred to BQ. Any appeal must be made in writing to BQ 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
- B.** Any approval for a player to play outside their natural age group can be reviewed and withdrawn by the issuing organisation or BQ at any time.

## 3 APPENDIX B – GBL DISPUTES PANEL DISPUTE RESOLUTION RULES

### 1 PREAMBLE

- A. The GBL Disputes Panel adopts the principles and procedures outlined in the *Baseball Queensland Dispute Resolution Rules* as set out herein.
- B. For the benefit of all parties involved in disputes and the overall good of the game there needs to be a fair and consistent method of resolution.
- C. Where action is taken against people their rights in the decision making process must be safeguarded.

### 2 PURPOSES

- A. Preventing harm to its members;
- B. Creating a culture of trust in the dispute resolution process;
- C. Properly administering justice;
- D. Protecting the dignity and the rights of those involved in disputes;
- E. Consolidating all dispute resolution matters into one set of rules;
- F. Providing for the fundamental principles involved in dispute resolution;
- G. Promoting consistency of procedure throughout the various bodies;
- H. Providing power to the GBL Disputes Panel to make decisions and impose penalties; and
- I. Enforcement of penalties; and
- J. Ensuring that the GBL adheres to the Australian Sports Commission, Sports Governance Principles, Principle 6 *Ethical and Responsible Decision Making* by providing an effective code of conduct, quality decision-making process, people of the highest integrity and ethical standards with the intent of putting the organisation ahead of individual gains.

### 3 PRINCIPLES

#### A. Natural Justice

The rules of natural justice apply to all dispute resolution by the GBL Disputes Panel. Natural justice means that when the GBL Disputes Panel makes a decision that affects the rights of a person, the GBL Disputes Panel is bound to hear that person before exercising their power. Natural Justice extends to providing reasons for a decision.

#### B. Procedural Fairness

Each party involved in a dispute shall be afforded procedural fairness.

##### No Undue Delay

Decisions must be made within a reasonable time and without undue delay.

#### C. Good Faith

Where the GBL Disputes Panel a discretionary power to make a decision the power must be exercised in good faith according to the rules of natural justice and considering all relevant evidence.

#### D. Honesty

All persons involved in dispute resolution must act honestly at all times.

#### E. No Conflict of Interest

A person must not take part in the resolution of a dispute if they have a conflict of interest or may be biased. A conflict of interest arises where a person holds incompatible roles or where an observer may reasonably apprehend that the decision maker might not bring an impartial mind to the exercise of their authority or might not be open to persuasion. For example, where a person is:

# APPENDIX B – GBL DISPUTES PANEL DISPUTE RESOLUTION

- A member of a baseball club and has a role that requires them to decide a dispute involving their own club;
- A witness to events and has a role in deciding on any matter arising from that event; and
- A relative or friend of a person in a dispute and has a role in deciding on that dispute.

## F. Confidentiality

Each individual and body involved in the resolution of disputes must keep information obtained in the dispute resolution process confidential. In the process of resolving disputes personal information is often provided by the parties. That personal information should only be used for the purposes of resolving the dispute and otherwise must remain confidential.

## 4 COMPETITION ADMINISTRATOR

A. The Competition Administrator is a BQ employee that has administrative responsibility (only) in the dispute resolution process. The Competition Administrator shall:

- Abide by the these Procedures;
- Be the point of contact for all Dispute Forms or Incident Reports;
- Allocate a dispute number for each matter;
- Refer the dispute to the GBL Disputes Panel;
- Keep a register of decisions;
- Issue penalty notices to relevant parties; and
- Enforce the penalties where appropriate.

## 5 GBL DISPUTES PANEL

A. The GBL Disputes Panel shall be appointed by the GBL Committee and shall consist of a minimum of two (2) GBL Committee members.

B. The roles of the GBL Disputes Panel include:

- Hearing administrative disputes and game protests arising under the GBL Bylaws;
- Making recommendations to the GBL Committee for determination of administrative disputes and game protests; and
- Providing advisory opinions on the GBL Bylaws.

C. The GBL Disputes Panel must:

- Identify the parties to the dispute or protest;
- Provide reasonable opportunity for all interested parties to present their written arguments and evidence;
- Determine whether interviewing parties is necessary and, if so, communicate the date and time to the parties;
- Review the arguments and evidence; and
- Make a recommendation to the GBL Committee for determination of the dispute or protest.

D. The GBL Disputes Panel shall appoint a Chairperson from one of its own for conducting any interviews and communicating with parties in accordance with these Procedures.

E. The GBL Disputes Panel may seek guidance from the GBL Committee and/or external sources where it deems appropriate.

## 6 POWERS & DECISION MAKING

A. The GBL Disputes Panel may inform itself in any way it considers appropriate.

B. After receiving a recommendation from the GBL Disputes Panel, the GBL Committee shall make a determination.

C. The GBL Committee may make any order or impose any penalty as may be required and as it sees fit.

## APPENDIX B – GBL DISPUTES PANEL DISPUTE RESOLUTION

- D.** If agreement by a two-thirds majority of those present and voting at a GBL Committee meeting (or, in the absence of a meeting, a two-thirds majority of the membership with voting rights at the time) cannot agree to a determination, the matter may be referred to the BQ Appeals Tribunal for determination.
- E.** The Chairperson of the GBL Disputes Panel shall communicate the decision of the Committee to all interested parties, together with notice of any order made or penalty imposed and reasons for the determination.

### **7 APPEALS**

- A.** There is no right of appeal from a decision of the GBL Committee relating to administrative disputes or game protests.

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**4 APPENDIX C – GBL JUDICIARY PROCEDURE**

**1 UNDER REVIEW**

## 5 APPENDIX D - 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, BQ willingly implements and shall enforce this policy.

- A.** All participants with prior evidence of infectious diseases must first obtain confidential advice and clearance from a doctor prior to their participation in baseball.
- B.** 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
- C.** 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.
- D.** 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
- E.** 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.

