

# PLAYING RULES

## Duration of Games for all Grades

- (i) Junior and Senior games will be played over one and a half hours from scheduled starting time, or to the completion of 7 innings if within scheduled 90 minutes. The bottom of the seventh innings shall be played out only until the team second at bat is ahead.
- (ii) Junior 12 and Under games will be played over one and a half hours from scheduled starting time.
- (iii) Games drawn after seven innings will be played out only if time permits. Such extra innings shall be played under International Tie Breaker rule.
- (iv) If the third out is made in the bottom of an innings within five (5) minutes of the scheduled finishing time, no new innings shall start.
- (v) Any innings in progress at the scheduled finishing time will be played until the team second at bat are all out **or** one (1) run in front.

## Ten Run Rule

If the team **second** at bat is ten (10) or more runs in front after four and a half innings, the game shall be called. If the team **first** at bat is ahead by 10 runs or more, the bottom of the fifth innings must be played and if the team **first** at bat is still 10 runs in front, the game shall be called.

## Speed-up Rule

When there are two out and the catcher on base, the last player to be put out will replace the catcher on the base. The runner must have a helmet on and be ready to make the change and the catcher should immediately return to the dugout and put on the catching gear.

## Protest and Disputes

The plate umpire may confer, but cannot overrule the base umpire's decision.

"If a team wishes to lodge a protest, and deems it is entitled to do so, the following procedure must be adhered to:-

- (a) The plate umpire and opposing coach must be informed immediately
- (b) Details (including incident, innings and time) must be entered on the back of the scorecard
- (c) The state of the game and the time of the dispute must be recorded in the scorebook and on the scorecard
- (d) The umpire must sign both scorebook and scorecard
- (e) The team making the protest must contact the Secretary, in writing, within 72 hours, so that a P & D tribunal can be arranged within 14 days
- (f) All protests must be accompanied by a fee of \$10, refundable if protest is upheld."

## Forfeit Games

"All forfeits will only be allowed if a completed scorecard listing players for claimant's team signed by umpire is handed in at canteen on match day.

- (a) To claim a forfeit teams must have at least 8 players in uniform at diamond at scheduled starting time.
- (b) Teams intending to forfeit should **advise Registrar at least 36 hours prior to game**. Registrar can then inform umpires and opposing team so that compliance with bylaw 41(a) may be waived."

## Postponement

No team shall postpone a game with the intent to play it at a later time or date. Any postponements shall be at the discretion of the Fixtures & Grading Committee.

## Legal Game

In the event of a game being called off due to bad weather, a legal game shall be of 3 completed innings or of 5 completed innings if a finals game.

## Finals

Semi and Preliminary Finals will be ninety (90) minutes or seven (7) innings. The innings in progress at the 90 minutes time limit is to be completed. If at the completion of the innings scores are tied, extra innings will be played under the international tie break rule. Grand Final will be seven (7) completed innings, no time limits. International Tie Break Rule and Ten Run Rule to apply. Check Finals Information Sheet.

## State League Players

Senior State League / State Players are restricted to playing in A Grade teams or highest team entered by their club. Under age State League/State Players are restricted to playing no lower than B2 or the highest team entered by their Club. The Fixtures & Grading Committee must ratify registration of all State League / State Players.