

**SQWBL Winter Baseball Bylaws**  
**(effective 15th June 2019)**



**1. GAME DURATION**

- 1.1. All games are seven (7) innings or 2 hours, whichever comes first.
- 1.2. The plate umpire is the official timekeeper.
- 1.3. Should a game start later than the scheduled start time, the scheduled finish time will still apply. A team will have ten (10) minutes after the scheduled game start time to place a team on the field. If a team is unable to do this, a forfeit will be recorded against that team unless otherwise agreed by both team managers at the plate meeting.
- 1.4. Games will finish at the designated time unless, in the opinion of the umpire, a result can be achieved in the at bat. If the inning is incomplete, a count back to the last completed innings shall apply.
- 1.5. The ten-minute rule applies to all games. Therefore, no new innings may commence with less than ten (10) minutes of scheduled time remaining.
- 1.6. In all games, four (4) innings shall constitute a regulation game. Three and a half innings are sufficient if the home team is winning. In the event of wet weather, a game of fewer than the required minimum number of innings or minimum time shall be declared a washout.
- 1.7. If after four (4) innings, the team manager on the losing team may elect to call the game early by team consensus that there is no desire to continue play.

**2. SCORING AND GAME RESULTS**

- 2.1. SQWBL does not use scorers or encourage the keeping of player statistics. Team Managers are encouraged to monitor game scores inning by inning, checking with the officials regularly. If a game score is disputed by a team manager, they have until the end of the inning to question the score, not the end of the game. For example, a second inning score mismatch cannot be challenged at the end of the game.
- 2.2. The home plate, or 'crew chief' umpire is the official game scorekeeper. Their word is final.
- 2.3. Each team is restricted to a maximum of six (6) runs across the plate per inning for the first three (3) innings. This restriction is lifted after the third (3rd) innings.
- 2.4. At the completion of the game umpires will declare the winner and loser and confirm the score to the SQWBL Secretary.
- 2.5. Team managers will sign a 'declaration of score' form at the completion of the game to acknowledge they accept the final result and score.

**3. PARTICIPATION**

- 3.1. All teams may start a game with eight (8) players and play an automatic out in the number nine (9) position in the batting line up. Teams may take the field with seven (7) players if the opposition agrees. This would result in an automatic out in the number eight (8) and nine (9) position in the batting line up.
- 3.2. Eligible players may participate in a game even if they are not listed on the team line-up sheet prior to the commencement of the game. If this occurs, the Umpires must be notified as soon as that player enters the game.
- 3.3. Home and Visitor allocation will be determined by the season draw with the 2<sup>nd</sup> team listed as the Home team.
- 3.4. If a player leaving the game due to injury or illness reduces the team to less than seven (7) players, this will constitute a forfeit.

- 3.5. Players are able to fill in for rival teams on game days where the opposition is short.
- 3.6. There are no rules for playing up. Playing down rules are as follows and only apply where a team would have to take the field with eight (8) or less players.
- 3.7. Players can sub in and out as desired. If a player chooses to sit out an inning or two they can re-enter the game at any point. However, they must maintain their spot in the hitting line up (see 5.1 designated hitters rule)
- 3.8. Pitchers can pitch a maximum of three (3) innings. This is considered to be three (3) consecutive innings.
- 3.9. Players U20 and under must adhere to the *Greater Brisbane League* rules governing U20 players.

#### **Reserve Grade**

- 3.10. Any player from any grade above must bat and field in the nine (9) position.
- 3.11. If there are two (2) players from a higher grade this will see them fill in the eight (8) and nine (9) positions, (i.e centre-field and right-field).
- 3.12. There is a maximum of two (2) higher grade players eligible to play in a reserve grade team in any given game, minimum team size rules apply here (ie 5 reserve grade players, 2 higher grade players minimum).

#### **Premier Grade**

- 3.13. Any player who is considered to have had any recent (within 5 years) Major A grade/Major League regular experience in the Baseball QLD Summer league is permitted to pitch in Premier Reserve for two (2) innings maximum per game.
- 3.14. Any player who is considered to have had any recent (within 5 years) Major A grade/Major League regular experience in the Baseball QLD Summer league is required to hit in the lowest spot in the order. There is to be a maximum of two (2) of these players per team.

### **4. UNIFORMS**

- 4.1. All players must wear full team playing jerseys and baseball pants. It is permissible for players to wear alternate caps where team caps cannot be sourced.
- 4.2. Newly registered players have a maximum of three (3) weeks to obtain the correct uniform. In the interim they must at least wear the same coloured t shirt and baseball pants as their team.
- 4.3. Players cannot take the field in shorts or wrong-coloured shirts/ jerseys.

### **5. DESIGNATED HITTERS / COURTESY RUNNER**

- 5.1. A designated hitter is considered to be anyone on a team who is not occupying a fielding position. Once a line up sheet is written, each player must own their place in the hitting line up.
- 5.2. There is no limit to the number of designated hitters, however it would be contrary to the spirit of SQWBL (for example) to field 9 players and have 5 designated hitters on a regular basis.
- 5.3. SQWBL does not endorse pinch runners. The sub in/sub out rule is enacted to enable equal participation and a shared experience, therefore eliminating the opportunity for a pinch runner.
- 5.4. Once a player reaches base, they must remain a base runner until they get out, get injured or its side away. Teams who violate this principle may be subject to a meeting with the SQWBL subcommittee.
- 5.5. A courtesy runner MAY replace the offensive team catcher after two (2) outs. If no further players are available, the last player out will become the courtesy runner. If there are no outs,

then the last player home will be the courtesy runner. If the offensive team catcher does not take the field in the next inning, this will be considered a violation of rule 5.3.

## **6. PLAYER SAFETY**

- 6.1. Batters and runners in all grades must wear two eared batting helmets and a protective cup.
- 6.2. All catchers must wear a catcher's helmet. Any person warming up a pitcher between innings must wear a minimum of a catcher's helmet, catcher's mask and protective cup.
- 6.3. Team Managers shall ensure that a player removes any jewellery and other articles that they consider may jeopardise the safety of any player during the game.
- 6.4. Base coaches must wear skull caps/ catchers helmets when occupying these roles.
- 6.5. Players who are injured outside the field of play eg work injuries, training etc must sign a waiver form to indicate that their injuries are pre-existing. Failure to do so will result in that player being ineligible to take the field.
- 6.6. Managers must record on the Incident Report Form details of players injured in a game.

## **7. GAME BALLS**

- 7.1. Game balls are issued by, and remain the property of, the SQWBL. At the completion of each game Team Managers must return all game balls to the SQWBL.

## **8. STANDINGS**

- 8.1. All competition tables shall use a win/loss ratio system to decide standings. Should teams have the same ratio, then Run % will be used to decide standings.
- 8.2. Games that are washouts or byes are classed as no games.

## **9. PREMIERSHIPS & FINALS**

- 9.1. Semi finals, Preliminary finals and Grand finals shall be played as determined by SQWBL committee.
- 9.2. Should any two or more teams finishing in the top four (4) positions after completion of fixtures be tied, SQWBL committee shall allocate places using the following criteria:
  - a) Head to head for the teams for the season
  - b) The runs for and against, head to head for the season
  - c) The runs for and against overall for the season
- 9.3. In all grades, the finals shall be one game.
- 9.4. The first semi final shall be played between teams placed first and fourth after completion of the regular fixtures.
- 9.5. The second semi final shall be played between teams placed second and third after completion of the regular fixtures.
- 9.6. The highest seeded team will be the home team.
- 9.7. If this format cannot be followed (eg due to inclement weather), SQWBL shall convene a special meeting to determine an appropriate format.
- 9.8. All semi finals will be played under normal competition guidelines.
- 9.9. Grand Finals will be played to a result.

## **10. GROUNDS/FIELDS**

- 10.1. SQWBL fixtures will be held at Pine Hills and Southern Stars. With games possibly being held at other venues based on the size and structure of the league
- 10.2. Each team will play one game per week unless determined otherwise by the SQWBL committee.
- 10.3. Ground maintenance must be carried out following each game:
  - a) Home team: rake the infield arc
  - b) Visitors: rake and repair mound and home plate, line mark batter's box and foul lines
- 10.4. Setup and pack down procedures for each game day is as follows:
  - a) Team managers for the first game must ensure that all resources required for the day are removed from storage shed- this will include (but not limited to) items such as tables, chairs, eskies, tools. See game day setup checklist;
  - b) Field must be line marked, deco smoothed if necessary;
  - c) The toilet block must be opened;
- 10.5. At the end of the last game field prep procedures must be adhered to;
  - a) All items removed from storage shed must be returned in a neat manner;
  - b) The storage shed must be locked;
  - c) Toilet block must be locked.

## **11. UMPIRES**

- 11.1. There will be two (2 umpires) for each fixture game.
- 11.2. Umpires must be at least a level 1 (yellow shirt) to qualify as a crew chief.
- 11.3. Base umpires must hold at least a level 0 qualification (green shirt).
- 11.4. Umpires shall not be replaced during a game unless they are injured or ill, or have the agreement of both team managers.
- 11.5. Umpires must wear enclosed footwear and in the case of the plate umpire, the necessary protective gear.
- 11.6. Accredited umpires must wear the appropriate shirts when umpiring. These are:
  - a) Level 0 – GREEN shirt
  - b) Level 1 – YELLOW shirt
  - c) Level 1 and above who are registered umpires – BLUE shirt
- 11.7. At the end of each game the umpire in chief shall check and sign the official game card and note any ejections, cautions, incidents or protests.

### **Payment of Umpires**

- 11.8. Umpires will be paid after the game by electronic funds transfer to their nominated bank account.
- 11.9. Umpire fees are published on the Schedule of Fees.

## **12. REGISTRATION AND PAYMENT**

- 12.1. Each player that takes the field must have completed and signed the SQWBL Inc Registration Form and Code of Ethics form, paid their annual registration fee, and paid their scheduled game fee.
- 12.2. The annual registration fee and scheduled game fee is published on the Schedule of Fees.

## **13. TEAM LISTINGS**

- 13.1. Teams must have at least twelve (12) active players for each team in the season roster.

- 13.2. Returning players can be allocated to their existing team roster unless a request is made to change teams. Players new to SQWBL can be allocated to a team and league based upon experience and eligibility.
- 13.3. Players cannot be nominated for more than one (1) team in the same league, at the same time.
- 13.4. Players may however play up or down as per the Participation rules.