

## **SQWBL Winter Baseball Bylaws**

(Effective March 2020)

### **1. PARTICIPATION**

- 1.1 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.
- 1.2 Players can fill in for rival teams on game days where the opposition is short.
- 1.3 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 the player enters the game.
- 1.4 Home and Visitor allocation will be determined by the season draw with the 2<sup>nd</sup> team listed being the Home team
- 1.5 If a player leaving the game due to injury or illness reduces the team to less than seven (7) players, this will constitute as a forfeited game.
- 1.6 Players can be substituted 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 9.1 designated hitters' rule)
- 1.7 Pitchers can pitch a maximum of three (3) innings. This is considered to (3) consecutive innings.
- 1.8 Players U20 and under must adhere to the *Greater Brisbane Baseball League* rules governing U20 players.
- 1.9 There are no rules for players playing up in grade. Players playing down in grade are as follows and only apply where a team must take the field with eight (8) or less players.

### **2 UNIFORMS**

- 2.1 All players must wear full team playing jersey and baseball pants. It is permissible for players to wear an alternate cap where team caps cannot be sourced.
- 2.2 Newly registered players have a maximum of three (3) weeks to obtain the correct uniform. In the interim they must wear at least wear a t-shirt of similar colour to the team shirt and matching pants.
- 2.3 Players cannot take the field in shorts or wrong coloured shirts/jerseys

### **3 REGISTRATION AND PAYMENT**

3.1 Each player that takes the field must have completed and signed the SQWBL Inc registration Form and Code of Ethics form, paid the annual registration fee, and paid their scheduled game fee.

3.2 The annual registration fee and scheduled game fee is published on the Schedule of Fees.

### **4 TEAM LISTINGS**

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

4.2 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.

4.3 Players cannot be nominated for more than one (1) team in the same league, at the same time.

4.4 Players may, however, play up or down as per the participation rules.

### **5 PLAYER SAFETY**

5.1 Batters and runners in all grades must wear two eared batting helmets and a protective cup.

5.2 All catchers must wear a catcher's helmet. Any person warming up a pitcher between innings must as a minimum, wear a catcher's helmet, catcher's mask and protective cup.

5.3 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.

5.4 Base Coaches must wear skull caps/catchers' helmets when occupying the roles (Refer rule 3.8 for U20 Base Coaches).

5.5 Players who are injured outside the field of play e.g. 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.

5.6 Managers must record on the Incident Report Form details of players injured in a game.

### **6 GROUNDS/FIELDS**

6.1 SQWBL fixtures will be held at Pine Hills and Southern Stars fields. With games possibly being held at other venues based on the size and structure of the league.

6.2 Each team will play one game per week unless determined otherwise by the SQWBL Committee.

6.3 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

## 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 GAME DURATION

8.1 All games are seven (7) innings or 2 hours, whichever comes first.

8.2 The plate umpire is the official timekeeper, unless they delegate to another official

8.3 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 so, a forfeit will be recorded against that team. Should the non-forfeiting team have excess players these players can transfer for the game.

8.4 Games shall finish at the designated time, **[except where bylaw 8.5 applies]**. ~~Any batter in the box at the time will complete his at bat. If the innings is incomplete, a count back to the last completed innings shall apply.~~

~~8.5 No new innings may commence with less than ten (10) minutes of the scheduled game time remaining.~~

**Update 28 May 2021: 8.5 If the bottom of the innings starts before the scheduled finish time, an extra 15-minutes is added to the innings beyond the scheduled finish time to determine a result. If a result is not achieved within the extra time, a hard finish applies to the innings and the team scores revert back to the last completed innings.**

8.6 In all games, three (3) innings shall constitute a regulation game. Two and half innings are sufficient if the home team is winning. In the event of wet weather, a game of fewer than the required number of innings or minimum time shall be declared a washout.

8.7 If after four (4) innings, team manager on the losing team may elect to call the game early by team consensus that there is no desire to continue to play.

## 9 DESIGNATED HITTERS/COURTESY RUNNER

9.1 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 own place in the hitting line up.

9.2 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.

9.3 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.

9.4 Once a player reaches base, they must remain a base runner until they are put out, injured or change of innings due to runs accumulated.

9.5 A courtesy runner MAY replace the offensive team catcher anytime. 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 9.3

## **10 SCORING AND GAME RESULTS**

10.1 SQWBL does not use scorers or encourage the keeping of player statistics. Team Managers are encouraged to monitor game scores innings by innings, 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.

10.2 the Home Plate Umpire or Crew Chief is the official score keeper, unless they delegate to another official or party.

~~10.3A Premier Grade, runs are restricted to a maximum of six (6) runs across the plate per innings for the first three (3) innings. This restriction is lifted after the third (3<sup>rd</sup>) innings.~~

~~10.30B Reserve Grade, runs are restricted to a maximum of six (6) runs across the plate for the duration of the game.~~

Update May 2021: 10.3 For all divisions, runs are restricted to a maximum of six (6) runs across the plate per innings for the first three (3) innings. This restriction is lifted after the third (3<sup>rd</sup>) innings.

## **11 STANDINGS**

11.1 All competition tables shall use a win/loss ratio system to decide standings. Should teams have the same ratio, the run percentage will be used to decide standings.

11.2 Games that are washouts or byes are classed as no games.

## **12 PREMIERSHIPS AND FINALS**

12.1 Semi Finals, Preliminary Finals and Grand Finals shall be played as determined by SQWBL Committee.

12.2 Should any two or more teams finishing in the top four (4) positions after the 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

12.3 In all grades, the finals shall be one game.

12.4 The first semi-final shall be played between teams placed first and fourth after the completion of the regular fixtures.

12.5 The second semi-final shall be played between teams placed second and third after the completion of the regular fixtures.

12.6 The highest seeded team will be the home team

12.7 If this format cannot be followed (e.g. due to inclement weather), SQWBL shall convene a Special Meeting to determine an appropriate format.

12.8 All semi finals will be played under normal competition guidelines.

12.9 Gran Finals will be played to a result (7 innings)

### **13 UMPIRES**

13.1 There will be two (2) umpires for each fixture game.

13.2 Umpires must be at least an Association Umpire (yellow shirt) to qualify as Crew Chief.

13.3 Base Umpires must be at least a Community Umpire.

13.4 Umpires shall not be replaced during a game unless they are injured or ill or have the agreement of both Team Managers.

13.5 Umpires must wear enclosed footwear and in the case of the Plate Umpire, the necessary protective equipment.

13.6 At the end of each game the Umpire Crew Chief shall note any ejections, cautions, incidents or protests to the SQWBL Secretary.