



**Cronulla Sutherland Minor League
Baseball Association Inc.**

LOCAL COMPETITION RULES

2012-2013



Table of Contents

1.	GENERAL	3
1.01	Rules and Procedures:.....	3
1.02	Safety Equipment:	3
1.03	Alcohol and Tobacco Consumption:	3
1.04	Non-Collision Rule:	4
1.05	Team Line-Up Sheets:	4
1.06	Designated Players:.....	4
2.	REGISTRATIONS	5
3.	JUNIOR PLAYERS	6
4.	DURATION OF GAMES.....	7
4.01	Game Duration:	7
4.02	Late Start:	7
4.03	Interrupted Game:	7
4.04	Abandoned Game:	7
4.05	Schedule Finish Time:.....	7
4.06	Mercy Rule:	7
5.	PROTESTS AND DISPUTES.....	9
6.	FORFEITS.....	10
7.	SUBSTITUTES	11
8.	FITNESS OF GROUNDS	12
9.	GROUND RULES.....	13
	Evatt Park: Home of St George Junior Baseball Club.....	13
	Heathcote Oval: Home of St John Bosco Baseball Club	13
	Jannali Oval: Home of Comets Baseball Club	13
	Sylvania Waters: Home of Cronulla Sharks Baseball Club	14
	Lucas Heights: Home of Illawong Baseball Club.....	14
	McLaughlin 2: Home of Canterbury Baseball Club	14



1. GENERAL

1.01 Rules and Procedures:

These Competition Rules and Competition Procedures (separate Document) shall be read in conjunction with the Rules of Baseball and where conflict occurs, these Rules and Procedures shall take precedence.

All games shall be played under the rules adopted by the Australian Baseball Federation Inc. (ABF), the New South Wales Baseball League Inc. (NSWBL) and rulings agreed to by the Management Committee provided that, if there is a conflict, these Rules shall prevail.

It is a condition of player registration and / or club affiliation that all persons participating in CSMLBA competitions acknowledge and accept these Rules.

1.02 Safety Equipment:

1.02.1 All players competing in games under the control of the Association must wear undamaged double-eared helmets whilst batting, on deck batters, base runners and bat persons. The Umpire in Charge (UIC) may eject players who fail to comply with this Rule.

1.02.2 All bat persons are required to be at least ten (10) years of age. They are required to wear double earflap helmets at all times, when on the field of play, and are to be made aware of the dangers of the game. The UIC shall restrict participation of bat persons who fail to comply with this Rule.

1.02.3 Any person warming up a pitcher prior to, or during a game, is required to wear appropriate catcher's safety equipment. The UIC shall terminate all warm up periods if this Rule is not complied with.

1.03 Alcohol and Tobacco Consumption:

1.03.1. The consumption of alcoholic drinks by any participant of a game, either before or during a game is prohibited. Any player observed by the UIC, or any member of his crew, shall be brought to the notice of his/her coach/manager for the removal of that player from the game. Should the removal result in a team having less than the required players then Rule 6 applies.

1.03.2. No tobacco substances may be consumed on the playing area (including coaches' boxes) or in the dugouts.



1.04 Non-Collision Rule:

Any player, adjudged by the umpire to have deliberately or recklessly caused a collision to occur shall be given out and may, if the umpire regards the incident to be of a serious nature, be ejected from the game.

1.05 Team Line-Up Sheets:

1.05.1 Prior to the game commencing both teams will supply the original and 1st copy of the line up sheet to the UIC in accordance with the rules of baseball.

1.05.2 If the teams are intending to play a pitcher U/18 or U/16 years, these players are to be identified with their age grouping on the Line up Sheet (*refer to Pitching Regulations in Procedures*)

1.05.3 If either or both teams are intending to play substitutes all such players will be listed last in the batting order and be identified with the word "SUB" (*refer to Substitutes Rule 7*)

1.05.4 A team player registered in the grade competing in the game arriving late can be added to the team line up for that game.

1.06 Designated Players:

The Designated Hitter (DH) as defined in the rules of baseball is allowed.



2. REGISTRATIONS

All players must be able to produce a form of photographic identification when playing in competition games. Players must be prepared to present this identification to the UIC if requested to do so by the opposing team's coach before or during a game. Failure to provide such identification may result in the player's team forfeiting the game in which such a player has competed.



3. JUNIOR PLAYERS

To participate in a CSMLBA competition game a player must be at least fourteen (14) years old at the time they take the field of play.



4. DURATION OF GAMES

4.01 Game Duration:

All games played during the preliminary rounds will be played over:

4.01.1. 1st Division: Two (2) hours and thirty (30) minutes or nine (9) innings.

4.01.2. All other divisions: Two (2) hours or nine (9) innings from the scheduled start times subject to Rule 4.03.

4.02 Late Start:

Except as provided for in Rule 8.02, there is no provision for a late start. However, if the preceding game, to determine a result, exceeds the scheduled start time of the following game(s), the UIC can adjust the start / finish time of the following games.

4.03 Interrupted Game:

In the event a game fails to complete one (1) hour's play or four completed innings, the game shall be declared "no game", regardless of the grade.

4.04 Abandoned Game:

In the event that a game is abandoned after more than one (1) hour or four (4) completed innings, the score will revert back to the last completed inning, unless the team batting at the bottom of the inning is winning. If the team batting at the bottom of the inning has drawn level and will not win if the score reverts to the last completed inning, then a draw will be recorded, otherwise the reversion to the last completed inning will apply.

4.05 Schedule Finish Time:

4.05.1. No top half of an inning shall commence within ten (10) minutes of the scheduled finish time. If the top half of the inning has commenced before the ten (10) minutes, the bottom half of the inning will either be completed or played until a result is obtained.

4.05.2. The "ten (10) minute rule" (Rule 4.05) shall apply from the time the third out is made in the previous inning, not the commencement of the next inning.

4.06 Mercy Rule:

This rule **will** be enforced by the UIC.

A game will be declared where a team leads by ten (10) or more runs:



4.06.1. 1st Division: After the completion of the seventh (7) innings or 2 hours of play, whichever comes first. Should the home side have such a lead after the completion of the top half of the innings, then the bottom half of the innings will not be played.

4.06.2. All other Divisions: After the completion of the fifth (5) innings or 1.5 hours of play, whichever comes first. Should the home side have such a lead after the completion of the top half of the innings, then the bottom half of the innings will not be played.



5. PROTESTS AND DISPUTES

5.01. Under no circumstances will protests be considered on any judgment decision made by an umpire.

5.02. In the event of an umpire giving an erroneous decision on a rule of baseball or ground rule as discussed at the plate meeting and refusing to alter that decision, although their attention has been brought to the fact at that time by the appropriate manager / coach, a team has the right to enter a protest against such decision on the result sheet.

5.03. This person will notify the UIC that their team is playing under protest and indicate the rule of baseball under which they are lodging their protest.

5.04. The UIC will endorse both scorebooks, before any other play takes place in the game, with the words "Playing under protest" and the ruling being protested.

5.05. The coach/manager making the protest will inform the UIC, within thirty (30) minutes after the game has finished, that they are continuing with their protest.

5.06. All teams submitting protests shall provide a brief summary of the grounds for the protest on the Result Sheet including the name and telephone number of protesting party and have the UIC sign at the conclusion of the game.



6. FORFEITS

6.01. In the event of a team failing to appear at the appointed field, with a minimum of eight (8) registered players (including substitutes as provided for under these Rules) ready to play, within ten (10) minutes after the scheduled start time, or refusing to proceed with the game at any time, when directed by the umpire, such team will be deemed to have forfeited that game. The umpire will call “game” and award a nine to nil (9 -0) win by forfeit to the opposing team.

6.02. A team may claim ten (10) minutes from the scheduled start time while waiting for a full team. Game time will therefore be reduced by ten (10) minutes. If the team claiming the ten (10) minutes does not take the field after this time, the umpire shall call “game” and award a forfeit win with a score of nine to nil (9 -0) to the opposing team.

6.03. The automatic out rule will apply when a side has only eight (8) registered players, subject to Rule

6.04. Where a game has commenced, in accordance with the Rules, and an injury reduces a side to eight (8) registered players including substitutes, the game may continue in accordance with Rule 6.03 (Automatic out Rule).

6.05. Where a game has commenced, in accordance with these Rules, and an ejection reduces a side to eight (8) registered players including substitutes, that side shall forfeit the match to their opposition in accordance with these Rules. There shall be no Right of Appeal in respect of the Match Result in this circumstance.

6.06. In the case of a team forfeiting during a game due to injury or ejection after the game has commenced the following shall apply:

6.06.01. Forfeit by the team that is winning at the time play is suspended: 9-0 win awarded to the opposing team;

6.06.02. Forfeit by the team that is losing at the time play is suspended: Score at the time of forfeit shall stand.



7. SUBSTITUTES

7.01. In the event that a team is one (1) or two (2) players short, it may play substitutes. A substitute is a registered player from a different CSMLBA affiliated club. No substitute may play in the infield without the permission of the opposing coach / manager. Substitutes may not be from a higher division. Substitutes must bat in the lowest position(s) in the batting order. All substitutes must have their division and club with which they are registered noted on the result sheet and line-up sheet alongside their name(s).

7.02. A team may play with a minimum of eight (8) players and may at the discretion of the opposing coach / manager, “borrow” players from the opposition to field. Such players will not be regarded as substitutes and when it is that player’s turn to bat, an automatic out is to be recorded.

7.03. If a registered player arrives late and is on the line-up sheet, they must replace any substitute upon the next out being made.

7.04. If an eligible player is available, a substitute cannot be played.

7.05. A player who has been substituted and voluntarily removed from the game may re-enter the game due to an injury to another player provided that no other fresh substitutes are available.



8. FITNESS OF GROUNDS

8.01. The fitness of the ground for a game will be decided by the authorities and/or the caretaker club controlling the ground, or the two (2) managers/coaches or in the event the two (2) managers/coaches disagreeing, by the Umpire in Charge(UIC), in that order.

8.02. The UIC may delay the start of a game for up to thirty (30) minutes to enable the caretaker club to make the ground acceptable for play.

8.03. Any game, once started, may be halted and restarted within 30 minutes from the time the game was halted.

8.04. Should the delayed game not be restarted within 30 minutes then the game will be abandoned. The provisions of rule 4.04 still apply.



9. GROUND RULES

9.01 Field limits.

Cones or barriers used at any ground to define the perimeter of the playing field are regarded as being placed at the limit of the field of play. Fly balls hitting the cones or barriers on the full and not coming back into the field of play will be declared a home run.

A ball hitting an object (e.g. tree) over hanging the field of play will be called dead and a ground rule double will be awarded in accordance with the Official Australian Rules of Baseball.

Note: exception to this is the wires at Sylvania waters.

9.02 Individual Grounds

Evatt Park: Home of St George Junior Baseball Club

Cones will be placed in the outfield defining the boundary line, arcing in a line from right field foul line through to left field foul line.

A ball hit over the line defined by cones is a HOME RUN

A ball rolling through the cones is a ground rule DOUBLE i.e. 2 bases

A bounding ball hitting the cones and coming back into the field of play is to be considered live and played out.

Heathcote Oval: Home of St John Bosco Baseball Club

Cones will be placed in the outfield defining the boundary line, arcing in a line from right field foul line through to left field foul line.

A ball hit over the line defined by cones is a HOME RUN

A ball rolling through the cones is ground rule DOUBLE i.e. 2 bases

A bounding ball hitting the cones and coming back into the field of play is to be considered live and played out.

Jannali Oval: Home of Comets Baseball Club

A ball that bounces over or through a fence is a ground rule double.

A ball that disappears from the sight of the umpire(s), at centre field gap is a ground rule double.

A ball that goes into the bushes on the northern fence is a ground rule double.



A ball that hits the top rail of the right field fence on the full, beyond the yellow pole, and bounces into fair territory is played out. If such a ball hitting the fence then goes into foul territory it is a ground rule double as it is deemed to have hit the line and therefore was a fair ball.

A ball that touches any tree branch overhanging fair territory will be declared dead and a ground rule double will be awarded to the batter and all runners.

A batted ball hitting the net overhanging home plate area is dead and cannot be caught.

Sylvania Waters: Home of Cronulla Sharks Baseball Club

Any ball that is hit and rolls/bounces into the stanchion at right field will be declared dead and a ground rule double awarded to the batter and all runners.

A ball that is hit and rolls/bounces into the trees and bushes from right to centre field will be declared dead and a ground rule double awarded to the batter and all runners.

A ball that is hit and rolls/bounces through the wooden fence located at left to centre field will be declared dead and a ground rule double awarded to the batter and all runners.

A ball that is hit by a batter and touches the power lines located in fair territory: The ball is dead and cannot be caught The Batter/Runner is awarded 1st base and all other Base Runners will advance only if forced.

Lucas Heights: Home of Illawong Baseball Club

Outfield ground boundary line is marked.

Any ball that is hit over the line on the full is a Home Run.

A ball bounding over the line is a ground rule double.

McLaughlin 2: Home of Canterbury Baseball Club

A ball rolling through the gap in the fence marked by the boundary line at centre field is a ground rule double.