

SCHOOL SPORT AUSTRALIA BASEBALL CHAMPIONSHIPS Rules and Guidelines

Note: These Rules and Guidelines should be read in conjunction with the School Sport Australia Sports Management Committee Operating procedures and relevant School Sport Australia Policies.

SECTION A - RULES OF COMPETITION

GENERAL

All games are to be played under the rules as adopted by Baseball Australia for Youth Baseball, except where stated below.

All proposed rule changes can only be voted on at the Pre-Championship meeting of the Annual Championship or the Annual General Meeting of the Association.

PLAYING RULES

1.1 LENGTH OF GAMES

1.1.1 All preliminary round robin and semi-final round robin games are 2 hours or 7 innings in duration, with the exception outlined below in rule 1.1.1 (a). If games are tied after 7 innings and time permits, the game may continue until there is a result or the two hours has elapsed.

1.1.1 (a) **Tiebreaker Rule** is to be implemented for use in all Round 2 games. If a game remains tied after the completion of seven innings or two hours, the following tiebreaker procedures will be implemented during extra innings:

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- Each team will begin the first extra inning (and any subsequent necessary extra innings) with a runner on first base (1B) and second base (2B), no outs.
- To begin the first extra inning, the player who was scheduled to be the next hitter will be the leadoff hitter, and the two previous hitters will be the runners on 1B and 2B. Once those players/runners are determined for the first extra inning, the order of any subsequent innings will be determined by how the previous inning ended. That is, if the first extra inning ends with the #6 hitter having the last plate appearance (PA), then the next inning begins the #7 hitter at bat, and the #5 hitter at 2B and the #6 hitter at 1.
- With the exception of beginning the inning with runners on 1B and 2B with no one out, all other "Official Baseball Rules" will remain in effect during extra innings required to determine a winner.

1.1.2 Games on final day are to proceed as follows:

Playoff for 1st and 2nd is to be a 9 innings game with no time limit, and if tied at the end must play for a result. The mercy rule will apply after 7 innings have been played. However, if any team's return travel arrangements may lead to a problem because of the extended game time, then the game will follow the same guidelines as those set out below for 3rd and 4th. The length of the playoff for 1st and 2nd is to be an agenda item at the pre-championship meeting each year where a final decision will be resolved.

Playoff for 3rd and 4th is to follow the above rules, but if tied at the end must play for a result

Playoff for 5th and 6th – the game must go no longer than 2 hours and must be played on Diamond 1.

- 1.1.3 Where both teams plays only one round robin game in a day, then that game will be of nine innings duration or of two and a half hours limit. If games are tied after nine (9) innings and time permits, the game may continue until there is a result or the two and a half hours has elapsed.
- 1.1.4 Once an innings has begun it shall be completed or until the team in the bottom half of the innings leads.
- 1.1.5 The mercy rule will apply:
 - after five (5) innings of a seven (7) innings game
 - after seven (7) innings of a nine (9) innings game

1.2 LEGAL GAME

If a game is shortened by weather, darkness or any other causes which makes it impossible or further play in the game, a legal game shall be a minimum of eighty (80) minutes or four (4) innings.

1.3 ABANDONED GAMES

- 1.3.1 It is an abandoned game when the umpire terminates play on account of darkness, weather or any other cause which makes it impossible for further play in the game, and where less than four (4) innings or eighty (80) minutes have been completed by each team.
- 1.3.2 When a number of games are abandoned during a Championship then the games shall be re-scheduled so that each team plays as near as possible an equal number of games. Where the cancelled games to be re-scheduled include key games between teams tying for the Championship then these key games will be given precedent over other games. Games may be re-scheduled to be played on rest days provided at least 75% of all managers present agree. The Championship Coordinator shall liaise with the state officials in all re-scheduling of games.
- 1.3.3 **NOTE:** Suspended games will not form part of the rules of Australian Baseball. A game will either be a regulation game or an abandoned game.
- 1.3.4 The National Secretary, in negotiation with the coaches involved, may re-schedule abandoned games in exceptional circumstances.

1.4 PITCHING RESTRICTIONS

- 1.4.1 A pitcher's assignment will be classified as:
 - major - more than 75 pitches/not exceeding 100
 - substantial - from 40 to 75 pitches
 - minor - less than 40 pitches

Note: A pitcher may complete the batter in which the pitch limits occur, and still be considered as throwing the lower assignment. A pitcher reaching his maximum number of pitches for a major assignment is to be removed from the game once he has completed the batter up to maximum of 105 pitches, or has been moved to Designated Hitter.
- 1.4.2 For a major assignment, three (3) days rest is required before the next pitching assignment, **and two (2) days rest from catching**. This pitcher can only be used as pinch hitter, runner, designated hitter on their first day of rest and in the second game of a double header.
- 1.4.3 For a substantial assignment, two (2) days rest is required before the next pitching assignment, and one (1) days rest from catching. If a pitcher is removed from the mound

after pitching a substantial assignment he is not permitted to play in another defensive position on that day.

- 1.4.4 No day's rest is required after a minor part played. However, it should be noted
- two minor assignments on the same day that total less than a substantial (less than 40 pitches) require one day's rest
 - two minor assignments on the same day that total a substantial (40 -75 pitches) require two days' rest
 - two minor assignments on the same the day that total a major (76 – 100 pitches) require three days' rest .
 - two minor assignments on consecutive days require one day's rest
 - a minor assignment, followed by a substantial assignment on the same day or on consecutive days, requires three days' rest. Note that when a minor is followed by a substantial on the same day, the TOTAL pitch count must not exceed the maximum pitch limit for a major outing (100 pitches). The first rest day has the same restrictions as a major.
 - a minor assignment followed by a major assignment is not permitted on the same day or on consecutive days
- 1.4.5 A player once removed as a pitcher may not pitch again in the same game.
- 1.4.6 The scorers shall indicate in the scorebook for each pitcher the assignment and when the pitcher may next pitch.
- 1.4.7 No pitcher/catcher interchange in the same game.
- 1.4.8 No pitcher may play catcher on his first day of rest.
- 1.4.9 No player may come straight from the field in a defensive inning to pitch. They must come from the bullpen.
- 1.4.10 If a pitcher is removed from the mound after pitching a substantial assignment he is not permitted to move to another defensive position in that day.

1.5 PITCHER RE-ENTRY RULE

Can only be used with players who have not already been used defensively in the game. Players may only be removed from the defence to warm up as pitchers and must **at least** start the next innings or be removed from the game.

1.6 PENALTIES FOR INFRINGEMENT OF PITCHING RULES

- 1.6.1 When an offending team in breach of the tournament pitching rules has won the game, then that team will be deemed to have lost the game on a forfeiture, and the non-offending team will be awarded the win 9-0 (9 innings game) or 7-0 (7 innings game).
- 1.6.2 If the offending team loses the game, then the violation shall be reported to the National Secretary for the consideration of the imposition of a penalty.
- 1.6.3 If the offending team is tied with one or more teams at the end of Round 1 or Round 2, then it will automatically be ranked last amongst the tied teams, at the end of the round in which the breach occurred.

1.7 DESIGNATED HITTER

The designated hitter rule may be used in the Annual School Sport Australia Baseball Championship.

1.8 SPEED UP RULES

- 1.8.1 One (1) foot in the batter's box at all times.

1.8.2 Courtesy runners for catchers and pitchers and any offensive player who will be the starting pitcher in the next innings may be used at any time but are mandatory with two out however no change can be made once the at bat has commenced. Courtesy runners may be players not currently in the line-up.

1.8.3 Sixty (60) seconds between innings/minimum five (5) warm up pitches.

1.9 ELIGIBILITY AND TEAM SIZE

1.9.1 Player eligibility to compete at the Championship is as contained in the School Sport Australia By-Laws and Policies.

1.9.2 Age Limits
Players to be 17 or under at 1 June in the year of the Championship.

1.9.3 Each state is allowed a minimum of fifteen (15) players and a maximum of seventeen (17) players.

1.9.4 If a player is discovered to be ineligible according to age, points accrued in games in which the player has participated in are lost (9-0 in a nine innings game or 7-0 in a seven innings game) and the player does not participate further in the Championships.

1.10 INJURIES

1.10.1 A player who is injured and requires treatment to stem the flow of any body fluids may leave the game without penalty and may re-enter the game up to the time of his next at bat.

1.10.2 A courtesy player may be used for the player if removed for treatment. The courtesy player may be any rostered player, whether or not they have already participated in the game, except for pitchers who are unable to take a defensive position due to their rest period.

1.10.3 If the player is unable to return to the game by his next at bat, then he shall be replaced, subject to the normal replacement rules, and may take no further part in the game.

1.10.4 Soiled clothing shall be replaced.

SECTION B - COMPETITION STRUCTURE

HOME TEAM

Will be the first mentioned team in the official schedule of games and will occupy the third base dugout.

GAME FORMATS

The event should be held from Sunday to Sunday with the first day of play being Monday and the finals day being Saturday.

2.1.1 FOUR STATE PARTICIPATION

A double Round Robin will be conducted. Followed by the Educational Tour Day. The Final series will be 3 v 4 followed by 1 v 2

2.1.2 FIVE STATE PARTICIPATION

A double Round Robin will be conducted. Followed by the Educational Tour Day. The Final series will be 3 v 4 followed by 1 v 2. This Championship will require 5 games each day of the Round Robin Series with each state having two games per day for the Round Robin Series.

Two grounds are necessary for the program with no triple headers to be scheduled.

2.1.3 SIX STATE PARTICIPATION

A single Preliminary Round Robin will be conducted on the Sunday, Monday and Tuesday. Followed by the Educational Tour Day. The Final series will have two separate Round Robin series where the teams finishing 1, 2 & 3 comprising one pool and the teams finishing 4, 5 & 6 comprising the other pool. These placings having been determined by the Preliminary Round Robin series. The Final series will involve each team in each pool playing each other once.

Day 5	Field 1	Field 2
Time 1	2 v 3	5 v 6
Time 2	1 v 2	4 v 5
Time 3	1 v 3	4 v 6

The team which travels the furthest should not play in the first game of day one. If they are drawn to do so then the nine (9) innings game set down for Time 3 should become Time 1.

Program of games may involve the use of two grounds, double headers and night games. Where possible, double headers will be played back to back.

SEE APPENDICES (SECTION G) FOR DRAW FORMATS

CHAMPION STATE

- 2.2.1 The Champion State will be based on performances in the Round Robin games (Round 1), followed by a Semi-Final Series (Round 2), followed by Play-Off Games to determine final Championship positions.

NOTE: A team must complete 50% of Round 1 games in a four and five state Championship or 60% of their scheduled matches in a six state Championship, to be eligible to win the Championship.

- 2.2.2 Where teams are tied after Round 1, the positions will be decided by:

- i) Head to Head clashes in all games between the teams involved.
- ii) If still tied, the team with the lowest ratio of (number of runs scored against them) divided by (the number of defensive outs) in the games played between the tied teams, shall decide the position.
- iii) If still tied, go to the runs allowed by each of the tied teams against the highest ranked team in Round 1, then the next highest team and so on.
- iv) iv) Ranking of the final two tied teams will be determined by the Head to Head process.

- 2.2.3 Where teams are tied after Round 2, the positions will be decided by:

- i) Head to Head clashes in Round 2 games between the teams involved.
- ii) If still tied, then the Head to Head results of the Round 1 game(s) will be used to separate the teams.
- iii) If still tied, the team with the lowest ratio of (number of runs scored against them) divided by (the number of defensive outs) in the Round 2 games played between the tied teams, shall decide the position.
- iv) If still tied, go to the runs allowed by each of the tied teams against the highest ranked team in Round 2, then the next highest team and so on.
- v) However, the ranking of the final two tied teams will always be determined by the Head to Head process for the Round 2 game.

- 2.2.4 Higher ranked teams in all Round 2 and Play-off games will be the home team, and proceed to the next round in the event of a game not being able to be played.

2.2.5 In the event of a Championship Final not being able to be played, then the Champion Team will be determined by:

i. the team ranked number one after the completion of Round 2.

Amended January, 2017

ii. If Round 2 was not able to be completed, then the Champion team will be the team ranked number one after Round 1.

Amended January, 2017

Item 2.2.5 (iii) removed January, 2017

SECTION C - FACILITIES / EQUIPMENT

BATS

Baseball bats for use in all School Sport Australia Baseball Championships must be wood or wood composite/laminated as approved by Baseball Australia.

PRE GAME WARM UP

Twenty (20) minutes before the scheduled starting time of a game, the home team shall be entitled to a seven (7) minutes warm up on the playing diamond. The away team shall be entitled to seven (7) minutes warm up starting twelve (12) minutes before the scheduled starting time of the game. The Tournament Co-ordinator or designated official shall supervise the warm up before the game.

SECTION D – ALL AUSTRALIAN TEAM

ALL AUSTRALIAN TEAM SELECTION

An All Star Team may be selected at the conclusion of the Championship. A maximum of fourteen (14) players may be selected. This to be determined at the Opening Conference.

ALL AUSTRALIAN TEAM

4.1.1 Selectors will include the National Secretary and the Head Coaches, with the National Secretary having a deciding vote where necessary.

4.1.2 The All Australian Team shall include a Designated Hitter, who shall be the Batting Champion unless they are already chosen as a positional player, in which case it will be the first runner up not already chosen.

TOURING TEAM SELECTION

The Australian Touring Team is to be selected by a panel consisting of:

- Australian Schoolboys Team Management (if in attendance)
- National Secretary
- ABF representative
- up to two others elected from participating states.

SECTION E – TROPHIES / AWARDS

At the conclusion of each game throughout the Championships, the opposing coaches will confer and decide on an MVP Award for a player in each team. This to be in the form of a medallion, and announced to the public with both teams in the vicinity of the home plate area

The following Series Awards will be presented at the end of the Championships based on the following criteria:

- Golden Arm Award – minimum eight (8) innings, ERA and strike outs

- Batting Award – minimum fifteen (15) at bats
- Golden Glove Award (Graeme Webb Memorial Award) – voted from one nominee per state/territory; casting vote with National Secretary
- MVP of the Series (Ken McGuire Medal) – voted from one nominee per state/territory; casting vote with National Secretary.

SECTION F - GENERAL

The Championship shall bear the title:

**SCHOOL SPORT AUSTRALIA
(Number)th Annual
BASEBALL CHAMPIONSHIP**

The Australian Secondary Schools Baseball Championships shall be contested annually by teams representing the affiliated associations of School Sport Australia.

CHAMPIONSHIP DATES

The preferred time for the annual Championship is either week 3 or 4 of May. These dates should be derived through consultation between the Host State, the National Secretary, and Baseball Australia.

OPENING CEREMONY

It is preferable for the Opening Ceremony to be scheduled prior to the final game of Day 1.

HOST STATE RESPONSIBILITIES

- 6.4.1 The host state will be determined by School Sport Australia - Secondary Management Committee and confirmed at the AGM of the Council in the November preceding the Championship.
- 6.4.2 The host state shall be responsible for all areas as contained in the Constitution and By-Laws of the Council and the following listed below:
- First Aid Umpires
 - Scorers Statistician
 - Baseballs (as approved by ABF)
 - Covered Dugouts

6.4.3 MEDALLIONS:

- Winners and Runners Up (School Sport Australia medallion)
- Third place (if 6 teams participate – School Sport Australia medallion)
- All Australian Team (cost to be included in Championship levy)
- Player of the Match Awards (cost to be included in Championship levy)

CHAMPIONSHIP MEETINGS

- 6.4.4 Pre-Championship Meeting
- Managers of competing States will hold a meeting prior to the commencement of the Championship convened by the host state. The business of the meeting to be decided by the host state.
 - The host state delegate to School Sport Australia or his representative shall act as Chairman. Other interested persons may be invited to attend the meeting and join in discussions subject to the Chairman's approval. On any matter requiring a decision only one vote per state will be allowed as per the School Sport Australia Sports Management Committee Operating Procedures.

- At this meeting a participating official shall be elected to act with the National Secretary and the Championship Coordinator to act as a Judiciary and Disputes Panel should it be needed. An alternate member will be seconded if the elected official is perceived as having a conflict of interest in the situation being reviewed.
- Minutes of this meeting shall be included in the Championship Report to be presented to the Secondary Management Committee of School Sport Australia.

6.4.5 Post Championship Meeting

- The Post Championship Meeting shall be held towards the conclusion of the Championship (at the host state's discretion). The Chairman of this meeting shall be the National Secretary or in his/her absence the host state delegate to School Sport Australia or their representative. On any matter requiring a decision only one vote per state will be allowed as per the School Sport Australia Sports Management Committee Operating Procedures.
- Minutes of this meeting shall be included in the Championship Report to be presented to the Secondary Management Committee of School Sport Australia.

SCHOOL SPORT AUSTRALIA SERVICE AWARDS

- 6.4.6 The Association may, at its AGM, request School Sport Australia to confer a School Sport Australia Service Award on representatives who have met the conditions as set out in the School Sport Australia Awards policy.

6.4.7 Life Members

NAME	STATE	YEAR
Neil Barrowcliff	NSW	1997
Ken McGuire	QLD	1997
Steve Rippon	NSW	1998
Don Fiscus	WA	1998

6.4.8 Service Award Recipients

NAME	STATE	YEAR
Ken MCGuire	QLD	2001
Ross Morrison	NSW	2001
Grant Mairs	ACT	2003
Greg Mulvaney	ACT	2003
Nigel Simmons	NSW	2007
Mark Pettit	WA	2007
Shaun Smith	NSW	2008
Chris Norrie	QLD	2009
Ron Harvey	SA	2013
Brendan Wallace	NSW	2013

Graham Johnson	WA	2014
Keiran Cassidy	SA	2015
Grant Clowes	NSW	2016

SECTION G - APPENDICES

1. FOUR TEAM FORMAT

Round Robin

Teams are ranked according to their performance of the previous year.

NB: - Game times and field allocations by agreement.

	Day 1	Day 2	Day 3	Day 4 - Semis	Day 6 - Play-offs
Time 1	1 v 2	2 v 3	2 v 4	1st v 4th	Loser v Loser
Time 2	3 v 4	4 v 1	1 v 3	2 nd v 3rd	Final Winner v winner

2. FIVE TEAM FORMAT

Double Round Robin

Teams are ranked according to their performance of the previous year.

NB: - Game times and field allocations by agreement

DAY ONE

	Field One	Field Two
Time 1	5 V 4	3 V 2
Time 2	1 V 2	4 V 3
Time 3	5 V 1	

DAY TWO

	Field One	Field Two
Time 1	1 V 3	2 V 4
Time 2	4 V 1	5 V 2
Time 3	3 V 5	

DAY THREE

	Field One	Field Two
Time 1	4 V 5	2 V 1
Time 2	1 V 5	2 V 3
Time 3	3 V 4	

DAY FOUR

	Field One	Field Two
Time 1	2 V 5	3 V 1

Time 2	1 V 4	5 V 3
Time 3	4 V 2	

DAY SIX

	Time One	Time 2	TIME 3
Field 1	5th V Invitation	3rd Playoff : 3rd v 4th	Final 1st v 2nd

3. SIX TEAM FORMAT

DAY ONE

Round Robin – 1st Day

Teams are ranked according to their performance of the previous year.

NB: - Game times and field allocations by agreement.

	Field One	Field Two
Time 1	1 V 3	5 V 6
Time 2	3 V 5	6 V 1
Time 3	2 V 4	

DAY TWO

Round Robin – 2nd Day

	Field One	Field Two
Time 1	2 V 3	4 V 6
Time 2	6 V 2	3 V 4
Time 3	5 V 1	

DAY THREE

Round Robin – 3rd Day

	Field One	Field Two
Time 1	1 V 4	2 V 5
Time 2	1 V 2	4 V 5
Time 3	3 V 6	

DAY FOUR

Educational Excursion.

DAY FIVE

Play-offs – 1st Day

Teams are re-ranked according to their performance in the Round Robin.

NB: - Game times and field allocations by agreement.

	Field One	Field Two
Time 1	3rd V 1st	6th V 4th
Time 2	1st V 2nd	4th V 5th

Time 3	2nd V 3rd	5th V 6th
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DAY SIX

Play-offs – 2nd Day

Teams are re-ranked within their own pools according to their performance on Day Five.

	Field One
Time 1	2 nd V 3 rd
Time 2	1 st V 3 rd
Time 3	1 st V 2 nd Championship Game