

PACIFIC COAST BASEBALL LEAGUE Inc.

abn 15 226 618 684

COMPETITION RULES

as at 9/09/2017

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A GENERAL

1. The Rules

- 1.1 This document contains the rules that apply to all games organised by Pacific Coast Baseball League Incorporated (referred to as PCBL).
- 1.2 All games will be played under the “Official Rules of Major League Baseball”. If there is a conflict between those rules and the rules contained in this document, the rules contained in this document shall apply to the extent of that conflict.
- 1.3 In these rules:-
 - “ABF” shall mean Australian Baseball Federation Inc;
 - “A League” shall mean the weekend (Summer and Winter) competitions run by PCBL;
 - “BBCOR” shall mean Battered Ball Coefficient of Restitution performance standard. Bats that comply with this standard shall be labelled with a permanent rectangular certification mark. The certification mark shall be a minimum of a half inch on each side and located on the barrel of the bat.
 - “Affiliated Club” is a club with one or more teams registered with PCBL in a season during the PCBL’s current financial year;
 - “BNSW” shall mean Baseball NSW;
 - “Club” shall mean an incorporated body acting as a baseball club;
 - “Division” shall mean a grouping of teams within a Grade e.g. E Firsts is a division and E Seconds is a separate (lower) division within the same grade;
 - “Final Series” shall mean semi-final, final, grand final and spare grand final games;
 - “Forfeit” shall mean a loss awarded to one team on a 0-9 loss;
 - “Grade” shall mean a graded group of teams in the competition e.g. A Grade, B Grade etc.;
 - “JARO” shall mean the PCBL Player, Competition and Team Management System;
 - “Masters League” refers to a competition for players 35 years and older;
 - “Match Result Sheet” is the game result and record sheet downloaded from JARO and amended as appropriate and signed by both coaches and the umpire;
 - “No Game” shall mean a game not played or deemed not played by the PCBL CC;
 - “PCBL EC” shall mean the PCBL Executive Committee;
 - “PCBL CC” shall mean the PCBL Competition Committee appointed by PCBL EC each season;
 - “PCBL JC” shall mean the PCBL Judiciary Committee as appointed by PCBL EC each season;
 - “Pairing” shall mean the two teams that are paired together as Division 1 and Division 2 teams in the same grade. The two teams in a single pairing may be from different clubs;
 - “Penalty” shall mean a sanction or fine (also, see section G - Penalties);
 - “Round” shall mean all competition games that are scheduled to be played on any single weekend, but does not include the Final Series;
 - “Team” shall mean a team of players from a Club that has been registered with and accepted by PCBL in the current competition;
 - “Umpire” shall mean an umpire as recognised by PCBL.
- 1.4 The PCBL CC will be the sole authority on the interpretation of these rules.
- 1.5 PCBL CC reserves the right to vary any of these rules at any time. Any such change will be notified on the PCBL website and/or notified directly to the representatives nominated by each affiliated club.
- 1.6 The PCBL CC reserves the right to implement fines, forfeit of games, loss of points, or suspension of players or coaches for any breaches of these rules.

B. AFFILIATION OF CLUBS, REGISTRATION OF TEAMS AND PLAYERS

2. Club Affiliation

- 2.1 In order to nominate team(s) to play in a PCBL competition, clubs are required to submit to PCBL CC a completed Club Affiliation Form (Appendix A) by the date specified by the PCBL CC for that season's competition.
- 2.2 Any club that is nominating team(s) must show it will be competitive in a PCBL competition and detail its financial position if required to do so by PCBL CC to show that it has the capacity to maintain the financial requirements of PCBL.
- 2.3 The club must have a minimum of two senior teams in any season it is nominating team(s) to compete in a PCBL competition although it is not necessary that both/all teams be nominated to play in PCBL.

Application to waive this rule can be made to the PCBL CC.

- 2.4 The club must show to PCBL CC at the time of nominating teams that it has a home ground or grounds acceptable to PCBL CC with sufficient capacity for the number of teams being nominated.
- 2.5 The club must have a standard uniform that is worn by all players participating in PCBL competition. If a club desires to use more than one uniform e.g. during a specified period of transition from one club uniform to another or if a club has both standard home and away club uniforms, this arrangement must be agreed with PCBL CC otherwise players will be deemed to be in breach of Rule 26. Junior players who participate in a PCBL game under Rule 37.4 will not be in breach of Rule 26 if wearing the club's standard junior uniform.
- 2.6 PCBL reserves the right to refuse the entry of any club and the registration of any team and/or player.
- 2.7 All monies owing by a club arising from accounts issued by PCBL must be paid by the date scheduled by PCBL. Any club in breach of this rule will firstly be subject to a Fine of up to 15% of the amount owed and if still not paid within the period specified by PCBL, its teams may be subject to any or all of the following Penalties:
 - i) the loss of some or all competition points;
 - ii) exclusion from continuing in the competition;
 - iii) exclusion from participation in the Final Series;
 - iv) its registered players may be listed as defaulters.

3. Registering Teams

- 3.1 Clubs shall access and load into JARO details of players for each team it wishes to register. The club must provide the following details in respect of each player, coach, umpire, scorer and manager:
 - i) full name;
 - ii) date of birth;
 - iii) address;
 - iv) telephone numbers;
 - v) email address;

- vi) grade and results previously played;
- vii) umpire or coaching accreditation (if applicable); and
- viii) ABF database player registration number.

- 3.2 The minimum number of players required in order to register a team is ten (10) unless PCBL CC agrees to a lower number.
- 3.3 Clubs must submit through JARO the required information by the registration date determined by the PCBL CC. Failure to submit all information by this date may incur a Penalty (Late team registration \$100.00 per offence).
- 3.4 No player may be registered with more than one team during the same season at the same time except when registered to act in an official capacity e.g. as coach or manager but not as a player.
- 3.5 Clubs must ensure that any person who is to take the position of a team coach or manager is registered on both JARO and the ABF database. Registration as a player will be sufficient to satisfy this rule, but if not playing, then the club is responsible for ensuring that person is registered as a coach or manager before taking part in any game in that capacity.
- 3.6 Clubs must ensure that each team coach has attained at least Level 1 coaching accreditation.

4. Adding New Players to a Team

- 4.1 Additional new players may be nominated for inclusion in a team after the specified registration date by entering details of the player on JARO and submitting a request to PCBL CC, which will confirm if the player may be assigned to the team.
- 4.2 Any new player must be approved by PCBL CC before he or she may participate in a PCBL game (see rule 8.1).
- 4.3 No new player registrations will be accepted after Round 3 of a winter season or Round 5 of a summer season or Round 3 of a Masters League season, unless unusual and/or extenuating circumstances are shown to exist and PCBL CC agrees to the inclusion.

5. Moving Players Between Teams

- 5.1 If a club wants to change the team a player is registered to play for, including transfers between teams from the same club in different divisions within the same grade, this may be done by the club on JARO prior to the last five regular competition rounds. Any request for change after this must be made directly to PCBL CC.

6. Team Withdrawal

- 6.1 If a team is withdrawn from the season's competition after the registration date the club will be subject to a Penalty (\$200.00 per offence).

7. Registering Players on ABF Database

7.1 Clubs must ensure that all player details are registered with ABF and recorded as registered on the ABF database by the date required by BNSW and that all insurance and capitation fees have been paid.

8. Player Approval

8.1 Only players whose details have been submitted to PCBL CC through JARO and who have been approved by the PCBL CC may participate in PCBL competition games. Failure to comply with this rule may result in a Penalty (Forfeit, \$200.00, suspension of Coach).

8.2 Players whose details have been submitted and approved by PCBL CC will be named in the player lists displayed on the PCBL website. It is the responsibility of clubs and coaches to ensure that these details are correct and to advise PCBL CC of any discrepancy.

9. Change of Address

9.1 Should a player, coach, manager or club official change any personal particulars like their address, telephone numbers, email, their club must notify the PCBL CC and update JARO and the ABF database accordingly.

10. Minimum Age

10.1 The minimum age of players, coaches, managers or club officials registering is:

- Fifteen (15) years of age on 31st August for each summer season;
- Fifteen (15) years of age on 31st March for each winter season;
- For Masters League - Thirty five (35) years of age on 31st August for each spring season;
- For Masters League - Thirty five (35) years of age on 31st December for each autumn season.

10.2 The minimum age for a bat person is twelve (12) years of age.

10.3 A Penalty (Forfeit, \$200.00, suspension of Coach) will apply for a breach of any part of rule 10.

11. Player Transfers

- 11.1 When a player transfers from one club to another it is recommended that the new club to obtain a clearance (Appendix C) from the original club.

A club may register a player without receiving a clearance and the player may participate in games with the new club. However, if a protest is lodged by a club to which a player has not discharged his or her obligations and a clearance has not been obtained by the new club, or the player is named as a defaulter by BNSW, then that player may not take part in any further games until the matter is resolved and the protest withdrawn, unless specific approval is given by PCBL CC.

A Penalty (Forfeit) may apply in respect of games in which the player has already participated.

- 11.2 A registered player wishing to transfer their registration from one affiliated club to another affiliated club during the course of a season must be given approval by PCBL CC.
- 11.3 No player or coach may be a registered player or coach with more than one affiliated club during the same season without the approval of the PCBL CC.

12. Medical Conditions

- 12.1 Players and officials shall notify their coach and club officials of any condition that may affect their performance or participation in the sport of baseball. Such conditions may include for example epilepsy, pregnancy, etc. Players with such a condition shall seek medical advice in relation to their ongoing participation in the sport.
- 12.2 PCBL shall not be held responsible for a player, coach or club failing to seek and follow appropriate medical advice.
- 12.3 Information relating to a player's condition shall be held confidentially (unless this is not required) but may be used by PCBL for administrative, insurance, legal or related purposes.
- 12.4 A player agrees that he or she shall not contravene medical advice in relation to his or her continued participation, and when required shall provide a copy of a medical certificate approving his or her participation.

C. GRADING OF PLAYERS & TEAMS

13. PCBL will Determine each Team's Grade & Division

13.1 PCBL CC will determine the Grade and Division in which each team shall participate.

14. PCBL May Determine Minimum Grade and/or Apply Restrictions to Players

14.1 PCBL CC reserves the right to determine the lowest Grade and Division in which a player may participate for each season.

14.2 PCBL CC reserves the right to apply any restriction it deems appropriate to any player. Such restrictions may include but are not limited to a ban on pitching, a ban on catching, or a ban on playing in any infield position. Any such restriction will be notified to the club and if a player is found to have breached a restriction a Penalty (Forfeit, suspension of Coach) will apply.

15. Disclosure of Player's Background and Playing Experience

15.1 It is the sole responsibility of the registering club to ensure that all information pertaining to each player's age, background and playing experience is fully disclosed.

15.2 The PCBL CC reserves the right to review any player's grading after his or her registration has been accepted, should new or additional information about the player become available.

15.3 The PCBL CC may decide on any penalty to impose on the club and/or its team if, after having reviewed the registration and grading of any player, it determines a player's background or experience has not been fully and correctly disclosed.

16. State Baseball League & SWBL Players

16.1 Current or prior season registered BNSW State Baseball League (SBL) and Sydney Winter Baseball League (SWBL) players who regularly play in First Grade in SBL or SWBL may play in the PCBL competition, subject to approval by PCBL CC.

16.2 Approval will normally only be granted for such players to play in A Grade, however, PCBL CC may grant approval to play in a lower Grade where special circumstances exist, such as where a club's highest graded team is playing in B Grade.

17. Junior Rep Players

17.1 A current Little League – Senior League Representative Player (Rep Player), or a player who was a Rep Player in the most recently completed junior baseball season, must request prior approval from PCBL CC if desiring to play in a grade lower than A Grade. Failure to comply with this rule may result in a Penalty (Forfeit, suspension of Coach).

18. Little League – Senior League – Division 1/A Grade Players

18.1 A player who is currently playing in a Little League – Senior League – Division 1/ A Grade competition, or who played in a Little League – Senior League – Division 1/ A Grade competition in the most recently completed junior baseball season, must request prior approval from PCBL CC if desiring to play in a lower grade than B Grade. Failure to comply with this rule may result in a Penalty (Forfeit, suspension of Coach).

19. All Players 25 Years or Younger Not to Play below E Grade

19.1 Any player 25 years old or younger at the commencement date of a competition will not be permitted to register with a team playing below E Grade of that competition without the express permission of the PCBL CC.

19.2 If a club believes a player who is 25 or younger should be allowed to be registered in a team which it expects to be graded below E Grade, it is required to forward a case in writing at the time of registering that team. Failure to do so will mean that the team will be allocated to E Grade or higher, at the discretion of the PCBL CC.

19.3 If the PCBL CC does approve a player who is 25 years old or younger to compete in a Grade below E Grade, that player may only pitch in two (2) innings and these must be completed sequentially (note – one pitch in an innings constitutes an innings pitched). Any player who is 25 year old or younger may not return to pitching once removed. Failure to comply with this rule may result in a Penalty (Forfeit).

19.4 A player who is 25 year old or younger may be subject to additional playing restrictions at the discretion of the PCBL CC. Note: PCBL CC's rights under rule 15.2.

D. GAME DAY

20. Ground, Light and Weather Conditions and Deferred Games

- 20.1 The PCBL CC reserves the right to call off any competition round or game because of adverse weather conditions, unsuitable ground conditions or unavailability of grounds.
- 20.2 The fitness of the ground, up to the time scheduled to commence a PCBL game, shall be decided by:
- i) the authorities controlling the ground (eg local council or ground owner);
 - ii) representatives of the Club that has hired the ground;
 - iii) representatives of the Home team's Club (if different from the Club that has hired the ground);
 - iv) the Umpire
- in that order.

The safety of players, officials and spectators shall be the primary concern of the officials controlling either, the ground or the game.

This rule will not be subject to protest.

- 20.3 Upon receiving the Home team's Line Up Sheet at the plate meeting the Umpire is in charge of the playing field, and from that moment they shall have sole authority to determine when a game shall be terminated, suspended or resumed on account of ground conditions, weather, or light.

Coaches may approach the umpire to state their point of view, but the decision on whether to continue, suspend or terminate a game rests solely with the umpire.

- 20.4 This rule addresses the use of lights at ground for Day games.
- i. The PCBL CC will designate whether games are Day or Night. This is done by noting under the Draws all Night games, all other games will be deemed Day games.
 - ii. Only designated Night games are to use electric lights to play all or part of a game.
 - iii. In the event that electric light is turned on at a designated Day game, rule 48.6 will be applied under the conditions applicable to having a "following game", that is the ten (10) minutes past the scheduled finishing time limit will apply, and rule 49.1 will not apply.

- 20.5 In the event of a game being stopped temporarily, it shall proceed when directed by the umpire providing the resumption is prior to the scheduled finishing time for that game. Inclement weather conditions may only result in the game being temporarily suspended, not abandoned. Normal ten minute and timed game rules apply (see rules 46, 47 & 48).

- 20.6 In the event of a game not being played because of a ground not being available or because of adverse weather conditions, the result shall be a 'no game'.

- 20.7 A game that would otherwise be declared a no game under rule 20.6 may be only be re-scheduled for play at a later date if the following procedure is followed and approval is given by PCBL CC:
- i. the coaches of both teams must advise PCBL CC within fourteen (14) days of the original scheduled date that by mutual agreement they will play the game at a later date, and
 - ii. the date for the re-scheduled game must be specified at that time and this date must be no later than five (5) weeks in a winter, spring or autumn seasons, or seven (7) weeks in a summer season, after the original scheduled date and also prior to the second last round of the current season.

No game from either of the last two scheduled rounds of the season, or a game from a round that has been called off by PCBL CC, may be re-scheduled to be played at a later date under this rule.

- 20.8 A scheduled game that has not already been declared a no game under rule 20.6 may be deferred to a later date at the request of both coaches and subject to the approval of PCBL CC. For this to occur:
- i. the coaches of both teams must advise PCBL CC prior to the original scheduled date that by mutual agreement they will play the game at a later date, and
 - ii. the date for the re-scheduled game must be specified at that time and this date must be no later than five (5) weeks in a winter, spring or autumn seasons, or seven (7) weeks in a summer season, after the original scheduled date and also prior to the second last round of the current season.

No game from either of the last two scheduled rounds of the season may be re-scheduled to be played at a later date under this rule.

21. Home Team

21.1 The team named first in the draw shall be the home team and will field first.

21.2 The home team will occupy the 3rd base dugout except

- i) at a ground where the 1st base dugout is specifically identified as the home dugout, or
- ii) where the away team is playing a team from another club at the away team's home ground and the 1st base dugout is not specifically identified as the home dugout.

22. Dressing the Ground

22.1 The team playing on their home ground, whether as the home or away team shall dress the ground prior to the game and remove all equipment as necessary at the conclusion of the game.

22.2 When both teams are playing on a neutral ground, or two teams from the same Club are playing each other, the home team as determined by rule 21.1 shall be responsible for the dressing of the ground and remove all equipment as necessary at the conclusion of the game. When playing at a neutral ground the home team is responsible for ensuring arrangements are made to gain access to the ground facilities and the equipment necessary to dress the ground.

22.3 Dressing the ground includes marking foul and dead ball lines and batters boxes, providing end of line markers, preparing dugouts and unlocking toilet facilities.

22.4 A Penalty (Forfeit, \$150.00, plus Umpire Fees) may apply if any part of rule 22 is not complied with.

23. Incorrect Diamond Layout

23.1 The umpire, upon being made aware that the layout of the diamond is incorrect, shall see that it is corrected immediately.

24. Scorer

24.1 All clubs shall provide a scorer for each team.

24.2 The home team is responsible for ensuring at least one official scorer is present at every game and while this rule may be satisfied by the presence of an official scorer who is linked to the opposition team, if there is no official scorer present the home team shall be subject to a Penalty (\$30.00).

24.3 In order to be recognised as an official scorer, a scorer must identify himself or herself to the umpire and sit in a neutral area behind the home plate unless the umpire allows the scorer(s) to move to another position e.g. to be shaded from the sun, however if two scorers are present they should be seated together.

25. Umpire

25.1 In the event of an umpire not being allocated by the PCBL CC, it shall be the responsibility of the home team's club to appoint an approved Club Umpire. The Club Umpire must be approved by the PCBL CC. Where an approved Club Umpire is not provided and this leads to that game not being played, the failure to comply with this rule may result in a Penalty (Forfeit, \$150.00).

25.2 Where a Club Umpire is appointed, any reimbursement of the Club Umpire's costs is the responsibility of the home team's Club.

26. Uniforms

26.1 Club approved uniforms must be worn by all players and coaches. Tops, pants, baseball caps, jackets, undershirts, belt and socks shall all form part of that uniform. Club caps must be worn at all times, except when the batting helmet or catcher's mask is worn. Failure to comply with this rule when requested to do so by the umpire may lead to a Penalty for each offence (First offence \$40.00; second and each subsequent offence – \$40.00 plus suspension).

26.2 Players are allowed to wear warm-up jackets in the batting box and on the field of play at the discretion of the umpires.

27. Match Baseballs

- 27.1 The home team must provide match baseballs of a type approved by the PCBL CC and have sufficient reserve balls in match condition to enable the game to continue without undue delay.
- 27.2 All match baseballs are to be in good order and all baseballs used during a game should be the same brand.
- 27.3 The umpire shall be sole judge of the fitness of baseballs for play. Failure to supply correct match balls shall incur a Penalty (\$30.00 per offence), but the match will be allowed to continue.

28. Forfeiting Games

- 28.1 Teams are expected to make every effort to avoid forfeiting games.
- 28.2 PCBL CC reserves the right to impose a Penalty at its sole discretion on any team that forfeits a game. (\$150.00 plus Umpire fees; second and subsequent offences for that team: \$150.00 plus Umpire fees, and the suspension of the Coach on each occasion).

In particular, fines will be imposed where teams have failed to give a minimum of 24 hours prior notice to the PCBL CC, or for forfeits occurring during the final 2 rounds of the season or where PCBL CC considers insufficient effort has been made to avoid the forfeit. Regardless of the period of notice, a charge equivalent to the umpire's fee may be levied at the discretion of PCBL CC.

- 28.3 Forfeits may be awarded as a Penalty as outlined in other provisions of these rules.

29. Match Result Sheet

- 29.1 The home team must ensure that a Match Result Sheet is properly completed including adding any Borrowed Players' name to the pre-printed list of registered players and marking each player as a starting player or substitute. Only players that played in that game must be marked as playing and the pre-printed name of any registered player who did not play must be ruled off. An incorrectly completed Match Result Sheet will be deemed to be 'not properly completed' and subject to a Penalty (\$30.00).
- 29.2 The home team must forward the completed and signed Match Result Sheet to the PCBL CC as soon as possible after completion of the game. Failure to submit a properly completed sheet by the date notified by PCBL CC may result in a Penalty for each offence (\$30.00 plus suspension of Coach until submitted).
- 29.3 In the event of a forfeited game neither the home nor the away team is required to complete and forward a Match Result Sheet.

30. Reporting Results

30.1 It is the responsibility of the winning team to report the result of its game to PCBL CC directly onto JARO.

In the event of a tied game the home team must report the result to PCBL CC directly onto JARO.

30.2 Where a forfeit has been advised to PCBL CC prior to game day (PCBL CC will notify the opposition team of this) the winning team is not required to report the result directly onto JARO.

However, where a forfeit occurs at game time, the winning team must report the result to PCBL CC directly onto JARO (noting both the score of 9-0 and a forfeit win).

30.3 If a game that has not been previously declared a no-game by PCBL CC is not completed e.g. the game is washed out without a result being achieved, it is the responsibility of the home team to report the “no game” to PCBL CC directly onto JARO.

30.4 For non-Masters League games the reporting of results outlined in rules 30.1, 30.2, and 30.3 must occur prior to 6.30 p.m. on the Sunday of that Round (or such other time as advised by the PCBL CC).

30.5 For Masters League games, the reporting of results outlined in rules 30.1, 30.2, and 30.3 must occur prior to 11.59 p.m. on the day that the game was played (or such other time as advised by the PCBL CC).

30.6 A Penalty (\$40.00) will apply for a breach of rule 30.4 or rule 30.5.

E. THE GAME

31. Line Up Sheet

- 31.1 All teams irrespective of Grade or Division are required to complete the Line Up Sheet and provide it to the Umpire when requested. A Line Up Sheet must show the full names (both first and last names) of all players in the batting line up, uniform numbers and their fielding positions, the name of the coach and the names and uniform numbers of all substitute players. However, when two games are being played in succession it is not necessary for the players who played (ie took the field) in the early game, who are eligible to act as substitutes in the following game, to be individually named in the late game Line Up Sheet.
- 31.2 A coach and/or any other person who is found to have falsified the name of a player on a Line Up Sheet will be referred to the PCBL EC and will be subject to a Penalty (Forfeit, \$150.00, suspension of Coach).

32. Less than nine (9) Players

- 32.1 No game will start with less than seven (7) players being present for each team. If a team does not have seven (7) starting players available within 10 minutes after the scheduled starting time the game shall be declared forfeit and awarded to the opposition team. A further Penalty (\$150.00) will apply.
- 32.2 A team will be allowed to play with less than nine (9) players providing it has a minimum of seven (7) players and will be subject to an automatic out for each missing player. This rule is not optional and automatic outs must be observed.
- 32.3 If, due to injury or ejection after the game has commenced, a team is reduced to less than seven (7) players the game will cease.

The score recorded will be either:

9 – 0, or

the score at the time the game ceased;

whichever provides the highest winning margin

The result of the game will be declared a forfeit win to the opposition team.

33. Twelve (12) Batter Rule

- 33.1 In all Grades, except non-Masters League A Grade Division 1, each team may list up to twelve (12) players in the batting line-up. The choice as to the number of batters in the line-up must be made and advice given to the umpire by way of the Line Up Sheet prior to the start of the game.
- 33.2 Where a team has more than nine players in the batting line-up, there are no restrictions as to which nine (9) players may take fielding positions or in which order fielders must be named in the Line Up Sheet.

34. Automatic Out

- 34.1 In a non-Masters League game, if a player is withdrawn from a game for any reason including injury and no substitute is available to replace that player, then providing the team still has a minimum of seven (7) players the game shall continue and an automatic out shall apply in respect of the withdrawn player. This rule is not optional, and must be observed.
- 34.2 In a Masters League game, in the event of an injury occurring or an ejection of a player/s, and no other player available, a replaced player/s may return to the field of play. However a replaced player may not return to be a part of the battery and an ejected and/or injured player will not be allowed to return under this rule.
- 34.3 In a Masters League game, where, due to an injury of a player listed in the line up, and no substitutes are available, the injured player may be taken out of the batting line up without penalty (ie the batting line up will be closed so as to skip the injured player in the original line up). However, this procedure will NOT be allowed if the team would end up with less than nine (9) active players in the line up.
- 34.4 In a Masters League game, if a team, due to injury or ejection, is reduced to less than nine (9) players, then providing the team still has a minimum of seven (7) players the game shall continue and an automatic out shall apply in respect of the withdrawn player. This rule is not optional, and must be observed.

35. Designated Hitter

- 35.1 A designated hitter (DH) may be used in accordance with the Official Rules of Major League Baseball.

36. Eligible Starting Players

- 36.1 Only players who are registered with PCBL to play in a team may be starting players for that team except where borrowed players are allowed as set out in rule 37. Failure to comply with this rule will incur a Penalty (Forfeit, \$150.00, suspension of Coach).
- 36.2 If a team has less than six (6) of its own registered players in its batting line up at the commencement of a game it will be subject to a Penalty (Forfeit, \$150.00).

Note: refer to rule 65.2 with respect to Final Series players.

37. Borrowing Players

37.1 A team which uses borrowed players as starting players must not have more than nine (9) players in the batting line-up.

If a borrowed player starts a game a player registered with the team cannot be listed as a substitute for that same game. However, an exception is allowed to this if a registered player is running late and is not in attendance at the ground at the start of the game, in which case the player running late may be included as a substitute and is required to enter the game as soon as available to play and unless the team has already been reduced to eight (8) players through injury or ejection, the borrowed player is substituted out of the game.

37.2 In a non-Masters League game, a team may borrow any player who is a registered player with:

- i) the other team in the same pairing,
- ii) a team from its own club that is playing in the same Grade or in a lower Grade but in a different competitive group e.g. a team in E Grade Red could borrow a player from the same club registered with a team in E Grade Blue because they are different competitive groups, or
- iii) a team from a different club that is playing in either the same or a lower Grade.

37.3 In a non-Masters League game, a team may not borrow any player from:

- i) a team in a higher Grade, or
- ii) a team from its own club that is playing in a different pairing in the same competitive group in the same Grade.

37.4 In a non-Masters League game, a team may borrow junior players from the team's own club if:

- i) during a summer season competition, he or she is playing in the current junior competition,
- ii) during a winter season competition, he or she played in the immediate preceding summer season junior competition.

37.5 In a non-Masters League game, a junior player is only permitted to play for a team as a starting player on up to two occasions and then must be formally registered in accordance with rule 4 before playing with that team again.

37.6 Junior players are subject to rules 10, 17 and 18 and if eligible under these rules may only play in the outfield when playing for a team lower than E Grade. Junior players cannot play in Masters League.

Note: Junior Rep players (rule 17.1) and Little League – Senior League Division 1/A Grade players (rule 18.1) require PCBL CC approval to play in lower Grades than A Grade or B Grade respectively.

37.7 In a Masters League game, a team may borrow any player registered in another Masters League team. If the borrowed player is registered in a higher Grade then that borrowed player may only play in the outfield.

37.8 A Penalty (Forfeit) will apply for a breach of any part of rule 37.

38. Limit on Players Being a Starting Player in a Higher Grade

- 38.1 A player from a lower Grade may be a starting player for a particular team in a higher Grade on three occasions in the same season. Upon being a starting player for that team on a fourth occasion the player will be ineligible to play in the lower Grade again that season. If this occurs the club may request PCBL CC re-register the player in the higher graded team.
- 38.2 There is no limit on the number of games a player may be a substitute player for a team in a higher Grade.

39. Substitute Players

- 39.1 Substitute players must be named on the Line Up Sheet unless they played (ie; took the field) in the immediately preceding game (see rule 31.1).
- 39.2 A team may have as substitute players any registered players from its own team and/or any players who qualify as 'borrowed players' under rule 37. There is no limit on the number of substitute players a team may have under this rule providing they are listed on the Line Up Sheet as required under rule 39.1.
- 39.3 A substitute who is registered to play with that team may be substituted into the game at any time and play in any position.
- 39.4 A substitute who is a borrowed player (i.e. a player who is registered to play with another team or a junior player), may only enter the game to replace a player who registered to play with that team if the player is withdrawn through injury or ejection and may only play in the outfield.
- 39.5 A substitute who is a borrowed player (i.e. a player who is registered to play with another team or a junior player), may enter the game to replace another borrowed player but may only play in the outfield.
- 39.6 A Penalty (Forfeit) will apply for a breach of any part of rule 39.

Note: Junior Rep players (rule 17.1) and Little League – Senior League Division 1/A Grade players (rule 18.1) require PCBL CC approval to play in lower Grades than A Grade or B Grade respectively. Junior players cannot play in Masters League games.

40. Mercy Rule

- 40.1 In all timed games, if a team is losing by ten (10) or more runs and play has proceeded for more than an hour, the coach of that team may request the umpire to apply the mercy rule at the completion of the bottom of the innings. The umpire will declare the game completed and the team that is leading will be declared the winner and the score at that time will be the final score for the game.
- 40.2 Rule 40.1 may only be applied by the umpire at the sole request of the coach of the team losing by ten (10) or more runs.

40.3 In all scheduled nine (9) innings games, if a team is winning by 10 or more runs after seven (7) innings have been completed the umpire will declare the game completed and the leading team will be declared the winner.

41. Seven (7) Run Rule, Five (5) Run Rule

41.1 The PCBL CC will announce whether games in specified Grades in non-Masters League shall be played in accordance with the Seven (7) Run Rule. The Seven (7) Run Rule requires that an inning will end when the offensive side scores seven (7) runs. The inning is finished when the runner scoring the seventh run crosses home plate and no further runs can be scored in that inning.

41.2 In all Masters League games, an inning will end when the offensive side scores five (5) runs. The inning is finished when the runner scoring the fifth run crosses home plate and no further runs can be scored in that inning. This is referred to as the Five (5) Run Rule.

42. Boundary

42.1 In all grounds, if a batted ball lands first in fair territory and then goes past the home run fence or designated boundary markers, the batter and base runners shall be awarded two (2) bases.

43. Pitchers

43.1 Players in any Grade who pitch in three (3) innings or more in a game shall not be allowed to pitch in another game in the same weekend.

43.2 Any player who pitches in more than one (1) game in a weekend shall not pitch in more than nine (9) innings in total in that weekend.

43.3 A pitcher who is relieved from pitching in any innings, including when this occurs as the result of a second visit by a coach, may remain in the game.

43.4 Subject to the limitations of 43.1 and 43.2 a relieved pitcher may return to pitching in the same game, however,

- i) the same player can only be removed from pitching and then return to pitching again once in each inning, and
- ii) a pitcher must complete pitching for at least one 'at bat' before being replaced.

43.5 In Masters League games, pitchers are restricted to a maximum of three (3) innings per game, including Finals Series Games. A pitcher can be relieved and subsequently return to the mound.

For example, a pitcher pitches to the 1st batter in the third innings and is then moved to another defensive position. The pitcher returns to the mound for the fourth and fifth innings. The fifth innings will be the final innings for that pitcher as it represents the third innings pitched by that pitcher.

43.6 For the purposes of rule 43, a single pitch in an inning will be deemed to be as if the pitcher has pitched the complete innings.

43.7 Failure to comply with any part of rule 43 may result in a Penalty (Forfeit).

44. Pitchers Who are Under 19 Years Old

44.1 The following restrictions apply to pitchers aged less than nineteen (19) years of age:

i) Pitch Count – in a weekend:

A pitcher aged fifteen (15) years of age will not deliver more than eighty (80) pitches; and
A pitcher aged sixteen (16), seventeen (17) or eighteen (18) years of age will not deliver more than one hundred (100) pitches

However, a pitcher who is subject to this restriction may complete pitching to the batter in the batter's box, if required, at the time they reach this figure.

ii) Innings - in a weekend:

All pitchers aged less than nineteen (19) may not pitch in more than four (4) innings.

44.2 A pitcher aged less than 19 years of age may not pitch in more than one game in any single round or on the same weekend.

44.3 A player aged less than 19 years of age may not pitch and catch in the same game.

44.3 Any breach of rule 44 will result in a Penalty (Forfeit, \$150.00, suspension of Coach).

45. Completed Games

45.1 A timed game shall be regarded as a completed game if at the time the umpire declares the game has ended the actual playing time has equalled or exceeded an hour of scheduled playing time.

The actual playing time will include all periods of play in between stoppages caused by inclement weather or any other reason.

If the actual playing time completed is less than an hour, the game shall be declared a "no game".

For example, play commences at 1.30 p.m. and is stopped at 2.05 p.m., play then resumes at 2.25 p.m. and stops again at 2.35 p.m., play resumes again at 3.00 p.m. and stops again at 3.10 p.m. and does not resume before the umpire declares it ended at 3.30 p.m. The umpire has confirmed with the scorers each of the stoppage and recommencement times as they occur. When the periods of play are added up there has been a total of 55 minutes actual playing time (35 + 10 + 10 minutes) and it will be declared a no game because it has not equalled or exceeded an hour.

45.2 In the case of a nine (9) innings game, a minimum of five (5) innings must be completed by the time play finally ceases in order for it to be regarded as a completed game. If less than five (5) innings have been completed it will be declared a "no game".

46. Start of Game – Ten (10) Minute Rule

- 46.1 The scheduled starting times for games shall be the time stated in the competition fixture issued by the PCBL CC each season. Teams shall make every effort to commence games on time.
- 46.2 Games should commence no later than ten (10) minutes after the scheduled starting time. If a team is not ready to commence when directed to do so by the umpire and the ten (10) minutes is exceeded the game may be awarded to the opposition team as a forfeit win and the offending team may be subject to a further Penalty (\$150.00 plus Umpire fees).

47. End of Game - Ten (10) Minute Rule

- 47.1 For all non-Masters League timed games, the top half of an innings shall not begin less than ten (10) minutes before the scheduled finishing time, except when permitted for a tied game under rule 49 or rule 71.1.

The ten (10) minutes is deemed to start at the time the last batter was out in the previous innings.

- 47.2 In Masters League games, the End of Game Ten (10) Minute Rule does not apply.

The game shall finish at the scheduled completion time, stopping when the batter at bat in the batter's box completes their time at bat.

48. Timed Games

- 48.1 Except where a game has been specifically designated by PCBL CC as a nine (9) innings game all games will be timed games.
- 48.2 The scheduled playing time for non-Masters League timed games will be two (2) hours except during the summer season where A Grade Division 1 games will be two (2) hours and fifteen (15) minutes providing that there is no game following.

For Masters League games, the scheduled playing time is ninety (90) minutes.

However, all games will end after nine (9) innings if completed within the scheduled playing time.

Note – rule 49.1 re Extra Innings for non-Masters League tied games.

- 48.3 The scheduled finishing time of a game is determined by adding the scheduled playing time (see rule 48.2) to the scheduled starting time (see rule 46.1) except as allowed under rule 48.5.
- 48.4 When a game commences later than the scheduled starting time (see rule 46.1) and there is a game following on the same diamond the actual playing time will be reduced by the length of the delay and the scheduled finishing time will remain unchanged.

- 48.5 When a game commences later than the scheduled starting time and there is no game following on the same diamond the scheduled playing time may be maintained and the scheduled finishing time extended accordingly. However, this is only permitted if it is confirmed by the umpire to both coaches and official scorer(s) prior to the commencement of the game. If the extended finishing time has not been so confirmed the original scheduled finishing time will be maintained and the actual playing time reduced by the length of the delay.
- 48.6 Non-Masters League timed games may continue past their scheduled finishing time in order to continue an inning that has already commenced but only if necessary to obtain a result i.e. the top of the inning is in progress, or the top of the inning has finished and either the away team is leading or the score is tied.

When a game continues past the scheduled finishing time in accordance with this rule it will finish on the first to occur of the following:

- i) the top of the inning is completed and the home team is ahead,
- ii) the home team scores a winning run,
- iii) the bottom of the inning is completed,
- iv) if there is a following game scheduled on the diamond -

the batter who is in the batting box at ten (10) minutes past the scheduled finishing time completes their turn at bat .

If however, if there is no following game this 10 minute limit does not apply.

In the case of i), ii) or iv) the inning is not completed and the final score is determined by referring to Rule 50.1

Note that this rule is altered by rule 71.4 in non-Masters League Final Series Games

- 48.7 In Masters League games, the End of Game Ten (10) Minute Rule does not apply.

The game shall finish at the scheduled completion time, stopping when the batter at bat in the batter's box completes their time at bat.

- 48.8 In Masters League, the following Catchers' Speed Up rule applies:
- i) In any game a Designated Courtesy Runner (DCR) may be used as a runner for the catcher.
 - ii) A DCR MUST be used when the catcher has reached a base when there are one (1) or two (2) outs.
 - iii) The Coach will decide if a DCR would be used with none out.
 - iv) The DCR must be the immediately preceding available player in the Batting Line Up.
 - v) All players, including the DCR, are to appear on the team sheets at the commencement of each game to be eligible to play in that game.

49. Extra Innings

49.1 In all non-Masters League games, other than Final Series games, if the score is tied at the end of a timed game or at the completion of the ninth (9th) innings in a nine (9) innings game, extra innings may be played providing that

- i) there is no game following on that diamond, and
- ii) in the case of night games, where lighting availability allows further playing time, and
- iii) after consultation, the Umpire and both coaches agree the game shall be continued.

49.2 Rule 49.1 does not apply in Masters League.

50. Game Result

50.1 The final score, when a game ends with an incomplete inning, reverts back to the score at the end of the last completed inning except where the bottom of the inning has commenced and the team batting in the bottom of the incomplete inning has improved its score relative to the end of the previous inning, in which case the score at the end of the incomplete inning stands.

For example, the score from the incomplete inning will stand if the team batting second:

- i) moves from a losing to a winning position,
- ii) moves from a losing to a tying position,
- iii) moves from a tying to a winning position,
- iv) increases its winning run margin, or
- v) decreases its losing run margin.

50.2 In a non-Masters League game, where the top of an innings concludes within ten (10) minutes of the scheduled finishing time and the home team has more runs than the away team; the coach of the home team may elect to:

- not play the bottom of the innings, in which case the score shall remain what it is at the conclusion of the top of the innings; or
- bat in which case play may continue until the first of the following occurs:
 - i) the bottom of the innings is completed
 - ii) the batter who is in the batting box at the scheduled finishing time completes their turn at bat

In the case of ii) the innings is not completed and the final score is determined by referring to rule 50.1.

51. Safety and Equipment

51.1 Bat persons, batters and base runners must wear double-eared batting helmets.

51.2 Base coaches must wear helmets which may be either double-eared or with no ear protection.

51.3 All catchers and any player who is warming up the pitcher must wear a helmet and face mask with a throat guard or chin extension.

51.4 Studded footwear must be worn by players; this includes cleats or soccer boots.

51.5 Only medically prescribed eyewear is allowed to be used by all batters and pitchers. However, pitchers are not permitted to wear tinted lenses. Infielders may use any eyewear, but only if worn and properly secured. There are no eyewear restrictions on outfielders.

51.6 All players must use bats as stipulated below:

Maximum length 36 inches

Grade	Maximum Diameter	Maximum Length to Weight Differential	Bat Types
A Grade	2 5/8 inches	Minus 3	Wood Wood Composite Metal - BBCOR Only
All other grades	2 3/4 inches	Male players – Minus 5 Female players - Any	Wood Wood Composite Metal Metal Composite Composite

If the umpire discovers that the bat does not conform to this rule until a time during or after which the bat was used in play, it shall not be grounds for declaring the batter “Out” or ejected from the game in the first instance that a non-conforming bat was used.

The umpire shall warn the player(s) and coach in a team that does not conform to this rule.

The warning will carry forward to all subsequent games in the season.

Repeated infringements of this rule by any player in the offending team (including borrowed players) will however result in the play being declared invalid and the offending player ejected.

For the avoidance of doubt, if a borrowed player is registered in a Grade lower than A Grade, and if the borrowed player participates in an A Grade game, then the borrowed player must comply with the bat rules applicable to A Grade.

51.7 Note – BNSW have indicated that commencing in the 2019/2020 summer and 2019 spring seasons:

- bats will have a maximum length of 36 inches, and a maximum diameter of 2 5/8 inches;
- if wooden, bats shall not be less than 15/16th of an inch in diameter (7/8th of an inch for bats less than 30 inches in length) at their smallest part;
- the maximum length to weight differential for a bat is “minus 3” (-3);
- bats not made of a single piece of wood shall meet the BBCOR performance standard.

52. Protests

- 52.1 If an umpire makes an incorrect decision on a rule from the “Official Rules of Major League Baseball” or on a PCBL Competition Rule and refuses to alter that decision after attention is drawn to the fact at the time by the team coach or manager, the team that suffers from the decision may lodge a protest to the PCBL CC.
- 52.2 The intention to protest under rule 52.1 must be indicated to the umpire at the time of the disputed decision, marked in the score book before the next ball is pitched and details of the protest shown on the Match Result Sheet at the completion of the game.
- 52.3 Disputes or protests on matters other than 'game rules' such as player grading or eligibility are not subject to rule 52.2 but must be forwarded or advised to the PCBL CC as soon as possible after its occurrence.

53. Ejections

- 53.1 A person ejected from a game shall be dealt with in accordance with the PCBL Judiciary Guidelines (Appendix F). The umpire is required to submit a report (Appendix E) on the incident to the PCBL CC as soon as practical. If the report is not submitted and is not made available to the Club official for forwarding to the party or parties concerned at least 24 hours prior to the PCBL JC reviewing the matter, the review will be postponed until a date determined by the PCBL CC.
- 53.2 If the PCBL JC review is not held prior to the next scheduled game, a player may not play unless the PCBL CC specifically advises the player and club that the player can play. If a player plays before being approved to play, the club, coach and player will incur a Penalty (Forfeit, \$150.00, suspension of both player and Coach).
- 53.3 A player, manager or coach who is under suspension by PCBL or any other baseball league or association is ineligible to participate in any PCBL game. Failure to comply with this rule will result in a Penalty (Forfeit, \$150.00, suspension of both player and Coach).
- 53.4 Any matter brought to the attention of the PCBL CC or PCBL EC with regard to behaviour, breach of rules or any act which could adversely affect the good name of PCBL or baseball generally, will be investigated and acted on by PCBL EC.

54. Injuries & Blood Bin

- 54.1 Players who are injured and/or require treatment to stem the flow of any body fluids may temporarily leave the game. If on base, a courtesy runner may be used until replaced by the original player. If at bat, the player may obtain treatment and if unable to be treated within a reasonable period the player may be replaced either by a substitute or by a courtesy (temporary replacement) batter with the count resuming from the point at which the injury occurred. If a courtesy batter is used the injured player shall not bat again until their next turn to bat according to the line-up. If the injury occurs to a player in the field a courtesy fielder may be used while treatment is applied.

- 54.2 If the injured player cannot take their place when due to field in the next innings or take their next turn at bat, then they must be withdrawn from the game and may only be replaced by a substitute if available.
- 54.3 If the same player sustains a second injury and/or a flow of any body fluids, the player must be withdrawn from the game and may only be replaced by a substitute if available.
- 54.4 A courtesy player as referred to in rule 54.1 may not be any player previously ejected from a game in that round or a player under suspension. The courtesy player may be another player from the same team and in that case should be the first player available working backward through the batting line-up from the injured player.

55. Behaviour

- 55.1 A player, coach, umpire, scorer or any person participating in a game, shall not smoke or consume alcoholic beverages whilst on the playing field or surrounding areas. Offenders will be removed from the playing field.
- 55.2 All team coaches, managers and players are required to abide by the PCBL Code of Conduct (Appendix D). Team officials and players once registered with PCBL, will be regarded as being fully aware of and bound by the Code of Conduct. Any failure by a player or official to comply with the Code of Conduct may result in PCBL CC imposing any Penalty it deems appropriate against the player or official involved.
- 55.3 All clubs are responsible for the behaviour of their supporters whether in uniform or not, when attending a baseball game. Any behaviour, which is considered detrimental to the good name of PCBL or baseball, will be subject to disciplinary action by PCBL.
- 55.4 Any person, umpire or club official requiring action to be taken for breach of good conduct under these rules must advise the PCBL CC in writing giving details of the complaint.

56. Collisions

- 56.1 The purpose of this rule is to ensure that players make every effort to avoid collisions; it is aimed at the safety of the players.

It is important to appreciate the difference between contact (touching another player eg a tag play) and deliberate collisions (where a player deliberately runs into another player).

Runners shall not “run through” or barge a fielder in an attempt to knock the ball out of their hands. This is a deliberate collision.

Fielders should not deliberately position themselves in front of a base runner to block their path to the base/home plate.

It is recognised that there may be circumstances where in the Umpire’s opinion a collision was unavoidable eg where a fielder in the act of fielding a thrown or battered ball blocks the pathway of the runner. In the instances where unavoidable strong contact is made all players involved shall make an effort to do so as safely as possible.

Runners and fielders have equal responsibility to avoid collisions.

- 56.2 Any player who in the umpire's judgement has caused an unnecessary, avoidable, reckless or deliberate collision with another player irrespective of whether a play is being made or not, will in addition to the application of the "Official Rules of Major League Baseball" pertaining to "interference" and "obstruction" be subject to a Penalty (Ejection, referred to PCBL JC).
- 56.3 Any coach, manager or base coach who in the judgment of the umpire directed or deliberately by omission contributed to a breach of rule 56.2 shall be subject to a Penalty (Ejection, referred to PCBL JC).

57. Identification

- 57.1 A manager or coach of a team is entitled to request proof of identification of a player or players of an opposing team immediately before or after a scheduled game. The identification may be a photo license, student card, credit card or similar including a photograph, signature and date of birth.
- 57.2 Any player required to produce identification must comply. Failure to do so may lead to the player not being able to participate in that game.

F. FINAL SERIES

58. Final Series Rules

58.1 For all final series games the following rules will take precedence over any other conflicting rule.

59. Team Position in Competition Ladder

59.1 A team's position in the competition table shall be determined by comparing its ratio of games won to games played with that of the other teams in its division. The ratio is calculated by dividing the number of games won by the number of games played to the third decimal point. A tied game shall be counted as a played game and a half win. A 'no game' or a bye is not counted as a played game or as a win.

59.2 In the event of two teams being equal in the competition table on the ratio of games won to games played, their respective positions shall be determined by comparing their:

- i) win/loss ratio from games played against each other, except when a win arises from a forfeit, in which case the team having that win will be placed ahead of the team that forfeited, or
- ii) runs for and against in the games played against each other, or
- iii) runs for and against from games played against all teams in their Division or Grade, in that order i.e. option ii) shall only be used if they remain tied after using option i) and option iii) shall only be used if they remain tied after using options i) and ii).

59.3 If more than two (2) teams are equal then rule 59.2 shall be used to determine the highest placed team. Then, excluding that team, rule 59.2 shall be applied to the remaining teams to determine the next highest team. This process is continued until all equal teams have been placed in position.

60. Minor Premier

60.1 In competitions where Final Series are to be played, the team leading the competition table at the conclusion of the last game of the regular competition shall be declared the Minor Premier.

61. Final Series Games

61.1 At the conclusion of the competition rounds, the leading teams shall meet in semi-finals, finals and grand finals as follows:-

Seven (7) or more teams competing in a Division

Semi Finals	a)	1 v 2	&	b)	3 v 4
Final	c)	Loser of (a) v Winner of (b)			
Grand Final	d)	Winner of (a) v Winner of (c)			

Five (5) or six (6) teams competing in a Division

Final	a)	2 v 3
Grand Final	b)	1 v Winner of (a)

Four (4) teams competing in a Division

Grand Final		1 v 2
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61.2 Final Series game times will be determined by the PCBL CC.

62. Grounds

62.1 The PCBL CC shall assign the grounds for all Final Series games. Every effort will be made to assign a home ground for the higher Grade and Division; therefore early games may not be allocated to the home team's ground.

63. Games Not Played or Not Completed

63.1 Except as stated in rule 63.2, in the event of a Final Series game not starting or not being officially completed (see rule 45) due to inclement weather, adverse ground conditions or light the higher team in the competition table at the commencement of the Final Series shall be declared the winner.

63.2 In the case of a Grand Final game not starting or not being officially completed (see rule 45) due to inclement weather, adverse ground conditions or light the PCBL CC will reschedule the Grand Final (the Rescheduled Grand Final) once.

63.3 In the event that the Rescheduled Grand Final did not start or was not officially completed (see rule 45) due to inclement weather, adverse ground conditions or light the higher team in the competition table at the commencement of the Final Series shall be declared the winner.

64. Nomination of Players to Compete in Final Series

- 64.1 Only players who have been nominated to PCBL CC and accepted by the PCBL CC as eligible starting players or as nominated substitutes may take part in Final Series games.
- 64.2 Each team that qualifies to play in the Final Series must ensure it has completed the player attendance records in the JARO system as soon as possible after the last game of the regular competition rounds is finished.
- 64.3 The JARO player attendance records will show which of the teams registered players satisfy the eligible starter or nominated substitute rules. However, a team coach or club official may submit a request to PCBL CC within 48 hours after the last scheduled competition round to amend this list by removing names of registered players who are not available to play in the Final Series and/or requesting approval of borrowed players as allowed under rules 65 and 66.
- 64.4 A player can only be an eligible starting player or nominated substitute for one team in the Final Series except that a starting player or nominated substitute in a lower Grade may also be accepted as a nominated substitute for an A Grade team.

65. Eligible Starting Players

- 65.1 Only players who are registered to play in that team and who have played in at least 60% of the games played by that team as confirmed by PCBL CC are eligible to be starting players for a team in a Final Series game except as provided by rule 65.4 and rule 65.5.

In the event that a player who has qualified as an eligible starting player in the Final Series is not available the coach or club official can request the PCBL CC to remove the unavailable player from the Final Series player list.

- 65.2 If a team does not have seven (7) of its own registered players who have played in at least 60% of the team's games it will not be permitted to play in the Finals Series and any game in which it is due to play will be deemed a forfeit loss to the opposition team.
- 65.3 For the purposes of rule 65.1 a bye or forfeit win in the regular competition rounds is treated as a game played by all registered players of that team. However, a forfeit loss is treated as a game played in which none of the team's registered players participated. PCBL CC reserves the right to consider the effect of special circumstances such as washed out games etc. and to adjust as it deems appropriate, the number of played games attributed to any player.
- 65.4 Providing a team has at least seven (7) registered players who qualify as eligible starting players under rule 65.1, the PCBL CC will assign more of its registered players who have not completed the 60% of games played qualification to be accepted as eligible starting players in order to bring the number of such players to ten (10). Any additional registered players will be listed as substitutes.

The player(s) to be accepted as eligible under this rule must be available players who are the next most qualified in terms of games played.

- 65.5 All registered players in a team who have not qualified as eligible starting players will be nominated substitutes unless the coach or club official requests they be removed because they are not available to play in the Final Series.
- 65.6 If a team, other than in A Grade Division 1, has more than nine (9) eligible starting players it may list up to twelve (12) players in the batting line up. Excess eligible starting players may be listed as fully eligible substitutes who can be substituted for a withdrawn player at any time and for any reason.
- 65.7 The PCBL CC will consider applications for up to two (2) borrowed players to start in a Final Series game in the event that the team has only seven (7) or eight (8) eligible starting players. The number of such borrowed players included in the starting line up will result in a maximum of nine (9) starting players. Borrowed players can only play in the outfield in Final Series games.

66. Nominated Substitutes

- 66.1 A team may apply to PCBL CC for additional players to be accepted as nominated substitutes who are players from
- i) the other team in the same pairing except in A Grade where players registered with a Division 1 team may not be a nominated substitute for a Division 2 team,
 - ii) a team from the same club that is playing in the same or a lower Grade, or
 - iii) a team from a different club that is playing in the same or a lower Grade.
- 66.2 All registered players in a team who have not qualified as eligible starting players will be nominated substitutes unless the coach or club official requests they be removed because they are not available to play in the Final Series.
- Applications will also be considered for borrowed players as set out in 66.1 (ii) to be considered as nominated substitutes where that will take the combined total of eligible starting players and nominated substitutes to a maximum of twelve (12), but this may not include more than two (2) players who are registered to play with another team. However, teams playing in A Grade may request up to fourteen players, and the A Grade Division 1 team may include more than two (2) players registered with teams in the lower Division of the same Grade.
- 66.3 In approving such applications PCBL CC shall give priority firstly to the team's registered players and then secondly to players from other teams and in both cases giving consideration to the number of games played for the team in the regular competition rounds.
- 66.4 A nominated substitute may be named as a starting player but only if the team has less than nine (9) eligible starting players available to take part in a final series game. If the nominated substitute is not a player registered with the team he/she must play in the outfield.
- 66.5 A nominated substitute who is a registered player with the team may enter a final series game at any time to replace a player who is withdrawn due to injury or ejection, but may only play in the outfield during the first three innings. A nominated substitute who is a registered player with the team may enter the game after three completed innings in order to replace a player who is withdrawn for any reason other than injury or ejection.

66.6 A nominated substitute who is not a player registered with that team (ie a borrowed player who has been approved as a nominated substitute by the PCBL CC) may only ever enter a game if another player is withdrawn through injury or ejection and may only play in the outfield.

67. Eligible Player Lists

67.1 The PCBL CC shall publish on the website or otherwise communicate the names of players that are eligible to participate for a team in a Final Series game as either starting players or as nominated substitutes.

67.2 Any breach of the final series player eligibility rules will result in a Penalty (Forfeit, \$150.00, suspension of Coach).

68. Pitchers

68.1 In non-Masters League Final Series games, a player who has pitched in three (3) or more innings in a regular competition game or a Final Series game may not pitch in another Final Series game held on the same weekend.

68.2 In Masters League Final Series games, rule 43.5 continues to apply.

69. Home Team

69.1 In each Final Series game, the team that finished in the higher position at the end of the regular competition rounds will be the home team.

70. Baseballs

70.1 The home team will supply a minimum of three (3) new baseballs for the game and a sufficient number of reserve baseballs in match condition, to enable the game to continue without undue delay. The umpire will be the sole judge of the fitness of the baseballs for play.

Failure to supply match baseballs shall incur a Penalty (\$30.00 per offence), but the match will be allowed to continue.

71. Completion of All Timed Final Series Games

71.1 In a non-Masters League Final Series timed game where an inning is completed within 10 minutes or less before the scheduled finishing time will be deemed to have finished at that point, providing the scores are not tied. However, if the scores are tied at that point then a tie-breaker inning will be commenced (see rule 72).

- 71.2 In a non-Masters League Final Series timed game, if an inning is in progress at the scheduled finishing time then one of the following will apply:
- if the bottom of the inning is in progress or about to commence because the top of the inning has been completed and the team batting second has scored more runs than the opposition, then the game is finished at that point;
 - if the bottom of the inning is in progress (or about to commence because the top of the inning has been completed) and the team batting second has scored the same or less runs than the opposition, then the bottom of the inning will be continued;
 - if the top of the inning is in progress then the inning will continue.
- 71.3 In a non-Masters League Final Series timed game, if at the completion of an inning commenced or continued under rule 71.2 the scores are tied then subject to rule 71.4 c) a new tie-breaker inning will be commenced.
- 71.4 In a non-Masters League Final Series timed game, when an inning is continued or commenced under rules 71.2 and 71.3, the game will finish on the first of the following to occur:
- the team batting first is ahead at the end of a completed inning;
 - when the team batting second scores a winning run;
 - the batter who is in the batting box at twenty (20) minutes past the scheduled finishing time completes his or her turn at bat, but only if there is a following game scheduled on that diamond – if there is no following game this twenty (20) minute limit does not apply.
- 71.5 Masters League Final Series games will apply the rules relating to timed games outlined in rule 48.

For the avoidance of doubt, Masters League Final Series games will not adopt a Tie Breaker Rule (rule 72). In the event of a tied Final Series game in Masters League, the team that finished in the higher position at the end of the regular competition rounds shall be declared the winner.

72. Tie Breaker Rule (non-Masters League Final Series timed games)

- 72.1 Each inning (top and bottom) played under the tie breaker rule will start with one (1) out.
- 72.2 The batting line-up will continue as per the score book with the team's last player to complete an 'at bat' in the previous inning being placed as a runner on second base and the next batter from the line-up being the first batter in the batting box and so on.
- 72.3 More than one inning may be played under the Tie Breaker Rule in order to achieve a result, subject to the ground being available. If there is a game scheduled to follow on the same diamond, the maximum limit over time is twenty (20) minutes from the game's scheduled finishing time.
- 72.4 If a game remains tied when the maximum over time limit is reached or playing conditions (adverse weather or light) do not permit continuation the team that finished in the higher position at the end of the regular competition rounds shall be declared the winner.

72.5 This rule addresses the use of lights at ground for Day Final Series games.

- i. The PCBL CC will designate whether games are Day or Night. This is done by noting under the Draws all Night games, all other games will be deemed Day games.
- ii. Only designated Night games are to use electric lights to play all or part of a game.
- iii. In the event that electric light is turned on at a designated Day game, rule 72.3 will be applied under the conditions applicable to having a “following game”, that is the twenty (20) minutes past the scheduled finishing time limit will apply.

73. Tied Games – Nine (9) Innings Games

73.1 In the event of a nine (9) innings game being tied at the conclusion of nine (9) innings, further innings will be played until a result is achieved.

Note – the Tie Breaker Rule (rule 72) does not apply to nine (9) innings games.

73.2 If a game remains tied when playing conditions (adverse weather or light) do not permit further play (see rule 20.3), the team that finished in the higher position at the end of the regular competition rounds shall be declared the winner.

73.3 This rule addresses the use of lights at ground for Day Final Series games.

- i. The PCBL CC will designate whether games are Day or Night. This is done by noting under the Draws all Night games, all other games will be deemed Day games.
- ii. Only designated Night games are to use electric lights to play all or part of a game.
- iii. In the event that electric light is turned on at a designated Day game, rule 72.3 will be applied under the conditions applicable to having a “following game”, that is the twenty (20) minutes past the scheduled finishing time limit will apply.

74. Tied Games – Grand Final

74.1 If a Grand Final game remains tied when the maximum over time limit is reached or playing conditions (adverse weather or light) do not permit continuation of the game, the PCBL CC will schedule a Tied Grand Final Replay once.

74.2 If a Tied Grand Final Replay:

- did not start or was not officially completed (see rule 45) due to inclement weather, adverse ground conditions or light; or
- is tied when the maximum over time limit is reached or playing conditions (adverse weather or light) do not permit continuation of the game

then the higher team in the competition table at the commencement of the Final Series shall be declared the winner.

75. Premiers

75.1 The winner of the Grand Final shall be declared the PREMIERS.

G. PENALTIES

The following is a guide to the Penalties that may be applied for each offence. The actual Penalty that is applied will be at the discretion of the PCBL CC (see rule 1.6) or PCBL JC or PCBL EC as appropriate.

Rule No.	Matter	PENALTY
2.7	Late payment of Fees and Charges	Fine 15% of outstanding amount, plus more
3.3	Late team registration	Fine \$100.00 per offence
6.1	Team withdrawal	Fine \$200.00 per offence
8.1	Non-registered players	Forfeit; fine \$200.00, suspension of Coach
10.3	Age restrictions	Forfeit, fine \$200.00, suspension of Coach
11.1	No cleared player transfer	Forfeit
14.2	Not complying with player restrictions	Forfeit, suspension of Coach
15.3	Failure to disclose player particulars	Discretionary
17 & 18	Junior rep players, LL Senior Div1/A	Forfeit, suspension of Coach
19.3	Pitching restrictions below E Grade <25yrs	Forfeit
22.4	Failure to dress the ground	Forfeit, \$150.00
24.2	No Scorer provided	\$30.00 per offence
25.1	Non supply of Umpire	Forfeit; \$150.00
26.1	Player out of proper uniform	First offence \$40.00; Second offence \$40.00 plus suspension
27.3	No Match baseballs	\$30.00 per offence
28.2	Game forfeit	\$150.00 plus Umpire Fees. Second offence, same and suspension of Coach
29.1	Match Result Sheet not properly completed	\$30.00 per offence
29.2	Match Result Sheet not submitted	\$30.00 & suspension of Coach until submitted. Note that if the same Coach is subject to a suspension for another breach, the suspension under rule 29.2 takes precedence and the other suspension will be served after outstanding sheets are submitted and the suspension under this rule is lifted.
30.6	Failure to notify results on time	\$40.00 per offence
31.2	Falsifying name of a player on Line-Up	Forfeit, \$150.00, suspension of Coach
32.1	Less than 7 starting players	Forfeit, \$150.00
32.3	Less than 7 players	Forfeit
36.1	Playing ineligible players	Forfeit, \$150.00, suspension of Coach
36.2	Less than 6 team registered players	Forfeit, \$150.00
37	Infringing borrowed players rule	Forfeit
39.6	Illegal substitution	Forfeit
43.	Pitching infringement	Forfeit
44 .	Exceeding pitching limits	Forfeit, \$150.00, suspension of Coach

G. PENALTIES (continued)

The following is a guide to the Penalties that may be applied for each offence. The actual Penalty that is applied will be at the discretion of the PCBL CC (see rule 1.6) or PCBL JC or PCBL EC as appropriate.

Rule No.	Matter	PENALTY
46.2	Game not starting within 10 minutes	Forfeit, \$150.00, plus Umpire fees
51.6	Repeat infringement of bat regulations	Invalid play, ejection of player
53.2	Playing while waiting for PCBL JC review	Forfeit, \$150.00, suspension player and Coach
53.3	Playing while suspended	Forfeit, \$150.00, suspension player and Coach
55.2	Player or Official Code of Conduct failure	At PCBL CC discretion
55.3	Supporters detrimental conduct	At PCBL CC discretion
56.2	Collision	Ejection and PCBL JC
56.3	Coach involvement in irresponsible play	Ejection and PCBL JC
67.2	Final Series player eligibility	Forfeit, \$150.00; suspension of Coach
70.1	No match baseballs	\$30.00 per offence

H. CHANGES FROM PREVIOUS VERSION OF PCBL RULES

The following is a list of the most significant changes made to the 1 June 2016 V04_2016 version of the rules.

Numerous minor amendments have been made that are not detailed here.

Reading this summary of changes should not be seen as an alternate to reading and understanding the complete rules outlined in this document.

<u>Rule</u>	<u>Comment</u>
Various	Introduction of rules specific to Masters League, and where necessary reference to non-Masters League
1.2	Official Rules of Major League Baseball replaces Official Australian Baseball Rules
10	Minimum Age – non-Masters League players: 15 years; Masters League players 35 years; Bat Persons 12 years
20.2	Responsibilities re fitness of ground
25.2	Club umpire payment is the responsibility of the home club
30	Reporting of results directly onto JARO
31.1	Clarification of Line Up Sheet requirements
39.5	A substitute who is a borrowed player may enter the game to replace another borrowed player but only in the outfield
41.1	PCBL CC to announce which Grade(s) the Seven (7) Run Rule will apply to
43	Pitching restrictions clarified to apply to a weekend
43.6	Clarification that for the purposes of rule 43, a single pitch in an innings will be deemed to be as if the pitcher has pitched the complete innings
50.2	Non-Masters League games – rule applicable when top of an innings concludes within 10 minutes of scheduled finishing time – options for the Home team Coach if the Home team is ahead
51.6	Bat restrictions
51.7	Notice of bat restrictions applicable commencing 2019/2020 Summer and 2019 Spring seasons
56.1	Purpose of Collision Rule – Player Safety
63.2	PCBL CC will reschedule a Grand Final once
63	Removal of 3 game Grand Final Series
65	Clarifications re Eligible Starting Players for Final Series
71.2	Clarification re in a Final Series game when the top of an innings is in progress at the scheduled finishing time
72.5	Rule re use of lights at ground for Day Final Series games for Tie Breaker Rule (timed games)
73.3	Tied Games – 9 innings games and the use of lights for Day Final Series games
74.1	PCBL CC will schedule a Tied Grand Final Replay once
G – Penalties	updated as required, amounts specified for Fines
I - Masters League	list of rules particular to Masters League

I. MASTERS LEAGUE

Note – many rules are applicable to both Masters League and non- Masters League games, so it is important to read the rules in their entirety.

The following is a list of rules that are particular to Masters League.

Rule No.	Matter
4.3	Adding new players to a team
10.1	Minimum age
30.5	Reporting results by 11.59PM on game day
34.2	Replaced players returning to cover injury or ejection
34.3	Injured player taken out of batting line up with no automatic out penalty provided 9 or more players remain
34.4	Automatic out
37.7	Borrowing players
41.2	Five (5) run rule
43.5, 68.2	Pitchers restricted to three (3) innings per game (including Final Series)
47.2	Game Ending Time - Ten (10) Minute Rule does not apply
48.2	Playing time ninety (90) minutes (including Final Series)
48.7	Last batter
48.8	Catcher speed up rule – courtesy runner
49.2	Extra innings does not apply
71.5	No Tie Breaker Rule in Final Series

J. APPENDICES

- Appendix A Club Affiliation Form
- Appendix B Team Registration Form
- Appendix C Player Transfer/Clearance Form
- Appendix D Code of Conduct
- Appendix E Umpire Report Form
- Appendix F PCBL Judiciary Guidelines
- Appendix G Team Player Change Form