

# Tournament

## Rules



Presented by OZBall Tournaments



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## **1. PREAMBLE**

- 1.1 In general, these Down Under Winter Classic (DUWC) will be played under the Official Rules of Baseball and these OZ Ball Tournament Rules.
- 1.2 Special regulations (e.g. pitching allowances, time-saving rules, etc.) have been introduced to apply to the DUWC. In applying the rules and procedures they should be read as referring to the DUWC.
- 1.3 Wherever the word Team is used, it is taken to mean Participating Team.
- 1.4 Wherever the term 10U is used, the regulation will apply to the 10U division.
- 1.5 Wherever the term 12U is used, the regulation will apply to the 12U division.
- 1.6 Wherever the term 14U is used, the regulation will apply to the 14U division.
- 1.7 Wherever the term 16U is used, the regulation will apply to the 16U division.
- 1.8 Wherever the term 18U is used, the regulation will apply to the 18U division.

## **2. TITLES**

- 2.1 Down Under Winter Classic tournaments which are governed by these Technical Norms include:
  - 2.1.1 The Cal Ripken 10U Australia Region Championship.
  - 2.1.2 The Cal Ripken 12U Australia Region Championship.
  - 2.1.3 The Babe Ruth League Australia Region 14U Championship
  - 2.1.4 The Babe Ruth League Australia Region 16U Championship
  - 2.1.5 The Babe Ruth League Australia Region 18U Championship

## **3. OBJECTIVE**

- 3.1 The objective of Down Under Winter Classic is to provide players across the Babe Ruth League Australia Region of the ages identified the opportunity to compete in an annual competition to be crowned the Australia Region Champions.

## **4. CHAMPIONSHIP VENUES**

- 4.1 The Championships will be played at a venue determined by OZ Ball Tournaments.

## **5. CHAMPIONSHIP DATES**

- 5.1 OZ Ball Tournaments will determine DUWC dates.
- 5.2 The nominated venue and the starting date of a DUWC shall be advised by OZ Ball Tournaments.

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## 6. LODGEMENT OF ENTRIES

- 6.1 Franchises should advise OZ Ball Tournaments of entry into DUWC no later than:
  - 6.1.1 Twelve (12) weeks prior to the respective event each team is to submit a (completed) preliminary Team Roster and players pay a \$600.00 deposit toward tournament entry fees. Preliminary Team Rosters will not be accepted if they do not feature all of the following:
    - 6.1.1.1 the minimum number of age eligible, registered Players required for the respective competition;
    - 6.1.1.2 at least one (1) accredited Coach;
    - 6.1.1.3 proof of payment of tournament entry deposit.
  - 6.1.2 Six (6) weeks prior to the respective event each team is to submit a completed final Team Roster and make payment of the balance of the tournament entry fee. Final Team Rosters (to be used in event programs) will not be accepted if they do not feature all of the following:
    - 6.1.2.1 the minimum number of age eligible, registered Players required for the respective competition;
    - 6.1.2.2 up to two (2) accredited Coaches;
    - 6.1.2.3 proof of payment of balance of tournament entry fee.

## 7. CHAMPIONSHIP OFFICIAL'S MEETING & FUNCTIONS

- 7.1 At the appropriate time prior to the commencement of the event, the DUWC Team Official's Meeting, chaired by the Head Tournament Director, will be conducted. Decisions altering the Technical Norms will not be made at this meeting.
- 7.2 Attendees are restricted to the Managers (Head Coaches), Executive Officers of the competing teams, Scorers and Umpires, DUWC personnel, and other relevant persons, subject to OZ Ball Tournaments approval.
- 7.3 Clarification of DUWC Rules including a re-emphasis of the penalties for any rule transgression will be provided within this meeting.
- 7.4 The DUWC Official's Meeting date/time, venue and agenda is to be issued to all concerned at least 1 week prior to the commencement of the DUWC.
- 7.5 As a guideline, the DUWC Meeting agenda should include:
  - 7.5.1 Reminder for Head Coaches that all game balls are to be returned back into the game.
  - 7.5.2 DUWC Tournament Director at this meeting will formally comment on expected participant conduct, with particular reference to attitudes, image and damage to property:
  - 7.5.3 Participants' on-field behaviour will be monitored.
  - 7.5.4 Observable expressions of disagreement with any Umpire's decision(s) will not be tolerated.
  - 7.5.5 Penalties exist and will be invoked for behaviour and conduct not in accordance with the various Codes of Conduct.
- 7.6 At this meeting, each team will be reminded that all official paperwork must be available if required by the Tournament Director. Failure to produce such forms upon request during the DUWC will be deemed a breach under DUWC Tech Norms.
- 7.7 The Umpire Coordinator shall outline all ground rules.

- 7.8 Team and/or individual Players/staff will be required to attend any official function at a predetermined time and date prior to, during, or following the conclusion of the competition.

## **8. TEAM ROSTERS AND ROSTER SIZES**

- 8.1 Official team rosters are to be completed prior to the event and submitted to OZ Ball no later than the notified date for the DUWC.
- 8.2 Any changes made to the final roster at any time needs to be submitted to OZ Ball in writing.
- 8.3 Each team shall consist of Twelve (12) Players per team, up to 15 players per team.
- 8.4 Teams that do not meet roster requirements will need to satisfy modified participation requirement as set out by OZ Ball to remain eligible to win the Championship.
- 8.5 Rosters are final after the commencement of the tournament.

## **9. FIRST AID**

- 9.1 OZ Ball will ensure that a qualified First Aid attendant is present during all games of the DUWC.

## **10. AGE QUALIFICATIONS**

- 10.1 Each DUWC Division has specific age qualifications for its participants.
- 10.1.1 All Competing Players must be under the specified age for the event being staged at 1<sup>st</sup> May in the year the event takes place.

## **11. ELIGIBILITY OF PLAYERS**

- 11.1 Any Player properly registered with Baseball Australia or Baseball New Zealand shall be eligible to represent their respective franchise provided he or she meets the provisions of Section 11.2.
- 11.2 Status Determination is as follows:
- 11.2.1 If a team at the DUWC perceives that a determination of eligibility for one of its Players is required, such a request must be submitted to OZ Ball no later than two (2) months before the DUWC.
- 11.2.2 These requests will be replied to within one (1) week of submission. This refers specifically to the following types of issues:
- 11.2.2.1 Players who seek to cross regional boundaries, by mutual agreement between the parties, to represent a franchise in which they are not domiciled.
- 11.2.2.2 Any other anomaly or questionable Player eligibility issues.
- 11.3 Friendship Players
- 11.3.1 It is a fundamental assumption of this policy that a team exhausts all possible avenues to secure as many Players from within their own boundaries. If the team is unable to field a team from within its own boundaries, it is then entitled to make a request to OZ Ball to secure Players from other Franchise Areas.
- 11.3.2 In order to be eligible to become a friendship Player for another franchise, Players must have registered and trialled unsuccessfully for their respective home franchise. Players who choose NOT to trial for their respective home franchise will be ineligible to be considered as friendship Players.

## 12. CODE OF CONDUCT – PLAYERS

- 12.1 DUWC Code of Conduct is to be adhered to by all Players (and where an under-age Player is involved, by their parents) in order to participate in the DUWC.
- 12.2 Where there has been a breach of the Code of Conduct, irrespective of whether on-field or off field, such breaches must be reported to the Tournament Director. Such reports are to be kept in the strictest confidence between the Tournament Director/Oz Ball and team personnel.
- 12.3 Oz Ball is committed to ensuring that each DUWC is run in an environment that is free of sexual harassment from Players, Coaches, Umpires, and anyone attending. Anyone who breaches this policy of zero sexual harassment will be removed from the event and banned for at least one (1) year subject to a decision from the Tribunal Committee. Sexual Harassment is defined as any unwanted, unwelcome or uninvited behaviour of a sexual nature which makes a person feel humiliated, intimidated or offended. Sexual harassment can take many different forms and may include physical contact, verbal comments, jokes, propositions, and the display of offensive material or other behaviour, which creates a sexually hostile playing environment. Sexual harassment is against the law and will be punished accordingly.

## 13. COACHES

- 13.1 Where there has been a breach in any aspect of the Participation Agreement, irrespective of whether on field or off field, such breaches must be reported to the Tournament Director. Such reports are to be kept in the strictest confidence between the Tournament Director/OZ Ball Staff and team personnel.
- 13.2 If a team Official is found to have a case to answer, the matter will be referred to the DUWC Tribunal for assessment and subsequent imposition of penalties where appropriate (see Section 38 – Reported Players/Coaches for further details).
- 13.3 All Coaches at the Championship will be attired in the same team uniform as the Players. On-field Coaches will remain in the Coaches' boxes at all times and will not talk to members of the opposing team, nor make comments relating to Umpires or their decisions.
- 13.4 Base Coaches are required to wear "skull cap" style helmets (i.e., without ear covers); base Coaches under the age of eighteen (18) must wear a two-eared batting helmet.
- 13.5 All DUWC Managers/Head and Assistant Coaches must be accredited to at least Certificate B of the USA Baseball Coaching Program.

## 14. EXECUTIVE OFFICERS

- 14.1 Executive Officers will manage all off-field activities of the Team. Those not in full uniform will be allowed in the dugout but are not to venture onto the playing field at any time unless requested to do so by an Umpire.
- 14.2 They are not to direct comments to, or about, Umpires and their decisions.
- 14.3 Where there has been a breach in any of the Participation Agreement, irrespective whether on field or off field such breaches must be reported to the Tournament Director.

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## 15. UMPIRES

- 15.1 The Panel of Umpires will be convened from those Umpires nominated by the Franchises and those appointed by the DUWC Umpire Coordinator as appointed by Oz Ball.
- 15.2 Where required, all Umpires shall be accommodated together but separate from any competing team to the extent that this is possible. Where teams and Umpires are co-located, every effort should be made to ensure there is some degree of separation between the two groups.
- 15.3 No visiting Umpires shall seek or use alternative accommodation without the consent of the Umpire Coordinator, who will decide the issue after consultation with the Tournament Director.
- 15.4 Uniform to be worn shall be as approved and provided by OZ Ball.
- 15.5 The Umpire Coordinator
  - 15.5.1 For each Championship the OZ Ball shall appoint a Coordinator for the umpiring panel. The Coordinator may be a member of the panel.
  - 15.5.2 The duties of the Coordinator shall include:
    - 15.5.2.1 Full control of the umpiring discipline of the panel both on and off the field.
    - 15.5.2.2 Liaison with the Tournament Director for application of their requirements.
    - 15.5.2.3 Duties associated with the appointment of Umpires.
    - 15.5.2.4 The appointment of a Crew Chief to each team of Umpires in each game.
- 15.6 Appointments
  - 15.6.1 The Umpire Coordinator is the sole agent for appointment of Umpires for the duration of the event.
  - 15.6.2 The Umpire Coordinator may appoint any Umpire to any games as they see fit. All Umpires are considered neutral.
  - 15.6.3 The Umpire Coordinator will determine (in consultation with the Tournament Director) how many Umpires will be appointed to each game.
- 15.7 Protests
  - 15.7.1 The Umpire Coordinator shall resolve all protests against baseball rulings only, during a game at the time of the protest. Protests must be resolved before the game can continue.
  - 15.7.2 Protests must be lodged immediately and be accompanied by a written submission and a \$50 fee.
  - 15.7.3 Should the protest be upheld, then the \$50 Protest Fee will be refunded to the protesting team.
  - 15.7.4 The Tournament Director shall settle all disputes on DUWC Rules. All disputes regarding the DUWC Rules are to be directed to the Tournament Director in writing, as soon as is practical once the dispute arises. Protests must be resolved before the next play and before the game can continue. Respective Tournament Director's are solely responsible for handling all such disputes. The Tournament Director shall provide to Oz Ball a copy of all DUWC Rule disputes and the process by which these were handled at the conclusion of each day's play.
  - 15.7.5 Decisions of the Umpire Coordinator and the Tournament Director are final and binding.

## 16. SCORERS AND OFFICIAL RECORDER

- 16.1 The Panel of Scorers will be convened.
- 16.2 Oz Ball shall appoint a Coordinator for the scoring panel. The Coordinator may be a member of the panel. The duties of the Coordinator include:
  - 16.2.1 Full control of the discipline of the scoring panel at all times.
  - 16.2.2 Liaison with the Tournament Director for application of their requirements.
  - 16.2.3 Duties associated with the appointment of scorers.
- 16.3 Scorers are welcome to utilise their own devices to score games on GameChanger

## 17. STATISTICS OF A CHAMPIONSHIP

- 17.1 GameChanger is to be used.
- 17.2 All Players eligible to play in a game must be listed on the line-up card handed to the Plate Umpire at the home plate meeting. However, in the event of an oversight in which an eligible Player is omitted from the original line-up card, this will not prevent that Player from entering the game.
- 17.3 In listing each team in 1GameChanger, scorers must place both the team's batting and pitching lists and stats on the same page.
- 17.4 Statistics other than those provided to subscribers within GameChanger will not be publicised.
- 17.5 Oz Ball may provide participating teams with a summary of available Players or team statistics (for their team or their opposition).

## 18. THE PLAYING FIELD

Ground dimensions for DUWC Tournament are:

	10U	12U	14U	16U	18U
Pitching Distance	46'	50'	54'	60' 6"	60' 6"
Base paths	60'	70'	80'	90'	90'
Foul Line	160' (min) 200' (max)	180' (min) 240' (max)	240' (min) 290' (max)	280' (min)	280' (min)
Centre Field	160' (min)	200' (min)	240' (min)	330' (min)	330' (min)

(Use pitching plate as pivot point to allow for a correct arc for the home run fence).

- 18.1 These dimensions may only be varied with the prior authority of the Tournament Director or Oz Ball representative.
- 18.2 Pitching Mounds

	10U	12U	14U (Portable)	16U	18U
Diameter	N/A	N/A	12'	18'	18'
Height	N/A	N/A	8"	10"	10"



## 19. REGULATION GAME

- 19.1 10U and 12U games will be limited to one hundred five (105) minutes or six (6) innings, whichever comes first. 14U, 16U and 18U games will be limited to one hundred twenty (120) minutes or 7 Innings, whichever comes first.
- 19.2 It is a regulation game when:
- 19.2.1 The Home Team has scored more runs in five (5) innings or six (6) innings respectively than the Visiting Team has scored in six (6) innings (for a 6-innings game) or seven (7) innings (for a 7-innings game).
  - 19.2.2 The Home team scores the winning run in the 6<sup>th</sup> or 7<sup>th</sup> innings before the inning is completed. If a batter in the last half of the final inning of a game hits a home run over the home run fence or into the stand, all runners on base at the time of the hit as well as the batter, shall be entitled to score, but to legally score all bases must be touched in order by all runners. The final score of such a game shall be the total number of runs scored by each team.
  - 19.2.3 The score is tied at the end of the 6<sup>th</sup> or 7<sup>th</sup> innings played, the game is continued until one (1) team has scored more runs than the other in an equal number of innings, provided that if the Home team scores the winning run before the 3<sup>rd</sup> out is made in any inning after the 6<sup>th</sup> or 7<sup>th</sup> inning, the game shall terminate and be a regulation game.
  - 19.2.4 The game is terminated by the Umpire on account of weather, darkness or any other cause which makes further play impossible, provided four (4) or more innings have been played, provided five (5) or more innings have been played or the Home team scores more runs in four (4) innings, or before the completion of its 5<sup>th</sup> inning, then the Visiting team has scored in five (5) completed innings.
  - 19.2.5 If the Umpire terminates play after four (4) or five (5) completed innings, the score of such games shall be the score, at the end of the last completed inning. If, however, the Home team has scored more total runs than the Visiting team and the game is terminated while the home team is at bat, the score of such game shall be the total runs scored by each team.
  - 19.2.6 In all games no new inning shall commence after the one hundred five (105) minute for 10U and 12U games one hundred twenty(120) minute for 14U, 16U and 18U games. Any inning started inside the time limit must be completed.

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## 20. REGULATION TIED GAME

- 20.1 It is a regulation tied game when the Umpire terminates play on account of weather, darkness or any other cause which makes further play impossible and:
- 20.1.1 If at the end of five (5) or more completed innings, the score is tied.
  - 20.1.2 If the Home team shall score in its uncompleted 4<sup>th</sup> or 5<sup>th</sup> innings or any incomplete innings thereafter enough runs to equal the Visiting team's score.
- 20.2 Tie Breaker Rule – Where conditions permit and extra innings are required to achieve a result and any “extra inning” is about to commence, each Team at bat shall commence the top of their offense inning with runners on first and second base. The batter who leads off an inning shall continue to be the batter who would have normally led off the inning. The runner on first shall be the batter, (or substitute batter), immediately preceding the batter who leads off the inning. The runner on second base shall be the batter, (or substitute batter), immediately preceding the runner on first base. Any runner or batter removed from the game for a substitute shall be ineligible to return to the game, as would be the case with any substituted Player pursuant to the Official Baseball Rules. For purposes of this Regulation, any “extra inning” is defined as the 7<sup>th</sup> inning or later in a six (6)-inning game, or the 7<sup>th</sup> inning or later in a seven (7)-inning game.

## 21. SUSPENDED / RESCHEDULED GAME

- 21.1 It is a suspended 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 fewer than five (5) innings have been completed.
- 21.2 When a number of games are suspended or not commenced, then these games shall be rescheduled so that each team play as near as possible an equal number of games. Where the suspended or not commenced games that are to be re-scheduled include key games between teams vying for the DUWC, then these key games will be given precedence over other games. Games involving teams that cannot be feasibly reconvened at a later date will also be considered a priority for completion. Games can be re-scheduled on rest days if the Tournament Director desires. If re-scheduled, suspended games will be re-commenced at the point where the games were halted.
- 21.3 If game(s) are rain delayed or rained out, they may be rescheduled on an alternate ground. This decision remains with the Tournament Director.
- 21.4 Any pitcher's eligibility to pitch in the continuation of any resumed game (the resumption of a game that had previously been suspended) shall be determined by the applicable rest period stipulated for any pitches delivered in the game or games after the game was suspended.

## 22. ABANDONED GAME

- 22.1 If the Tournament Director cannot re-schedule a suspended game, then that game will be considered as abandoned, and competing teams will be awarded points as detailed in Rule 30.
- 22.2 Note: Any pitches thrown in an abandoned game shall be counted in pitch statistics and must be included in calculations concerning pitch limits and required rest periods.

## 23. STARTING TIMES OF GAME

- 23.1 Where possible, all games will not begin before 7:30 am. The Tournament Director must approve all earlier starts.

## 24. PLAYING CONDITIONS

- 24.1 The Tournament Director will be responsible for the arrangements for the program of games, in consultation with OZ Ball, subject to the following conditions.
- 24.2 Weather Interference:
  - 24.2.1 The number of games to be played may be reduced where weather or other conditions prevent the completion of the program within the time available.
  - 24.2.2 From the first game of any DUWC the decision to delay or abandon a game shall be made by the Tournament Director.
- 24.3 Distribution of Game Schedule – OZ Ball will distribute the program of games no later than two weeks before the beginning of the Championship.
- 24.4 Wherever possible, the event schedule will include a finals series.
- 24.5 Night games may be played. Venue curfews are to be observed.
- 24.6 Order of Benches and Batting – The second named team in the official schedule of games will be regarded as the Home Team, field first and occupy the third base dugout or bench. This will also be denoted by the use of the @ sign. Eg Sea Dawgs @ Scrappers, making Scrappers the home team.
- 24.7 One-Sided Games – Provided that the losing team has completed its turn at bat:
  - 24.7.1 A six (6)-inning game shall be completed when one team is leading by
    - 24.7.1.1 ten (10) or more runs after four (4) completed innings or
    - 24.7.1.2 fifteen (15) or more runs after three (3) completed innings or
    - 24.7.1.3 10U and 12U Division games will be completed by Coach Pitch if they are completed in the 3<sup>rd</sup> Inning.
  - 24.7.2 A seven (7) inning game shall be completed when one team is leading by
    - 24.7.2.1 ten (10) or more runs after five (5) completed innings or
    - 24.7.2.2 fifteen (15) or more runs after three (3) completed innings.

## 25. POINTSCORE

- 25.1 The Points allocated to Teams will be as follows:
  - Ø TWO points for a win.
  - Ø ONE point for a tied game.
  - Ø NO points for an abandoned game or a loss.

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## 26. RANKING THE TEAMS

- 26.1 All DUWC Championship teams will be ranked by the points they have scored in the round robin games.
- 26.2 Where two (2) or more teams score the same number of points, the “head-to-head” method will be used to separate them.
- 26.3 If this fails to separate the teams, the following method will be used:
  - 26.3.1 The highest ranking will be awarded to the team which allowed the fewest runs in the game(s) contested by those teams (which are tied) requiring separation.
  - 26.3.2 The remaining teams will then be ranked according to the results of “head-to-head” games between them. If remaining teams are tied then the tiebreaker reverts to the fewest runs allowed in the games contested by those teams (which are tied) method and then back to “head-to-head”, and so forth.
  - 26.3.3 If teams are still tied, ranking will be according to the lowest number of runs allowed by each of the tied teams against the highest ranked team in the competition, then the next highest team and so on. The team with the least runs allowed will be the higher-ranking team then the remaining teams will revert to the “head-to-head”. If remaining teams are still tied, revert to using the fewest runs allowed in the games contested by those teams, and then back to “head-to-head” and so forth.
  - 26.3.4 The “head to head” process will determine the ranking of the final two (2) teams in the above situation.
- 26.4 The Champion Team
  - 26.4.1 The Champion Team will be the team who wins the DUWC Final if designated, or the highest ranking team after round robin play.
  - 26.4.2 If the Championship Final fails to decide the Champion Team (e.g. game abandoned due to weather, light, etc.) then the team which finished the most recently completed round in the highest position will be declared DUWC Champion.
- 26.5 DUWC Affected by Abandoned Games – Where fewer than the total number of games scheduled for a Championship is completed as the result of “Abandoned Games”, the Winning Team will be determined as follows:
  - 26.5.1 For a Team which completed all of its scheduled games, the number of competition points which it has actually scored will be divided by the number of points which it could have scored if it had won all games in which it competed, and a percentage determined.
  - 26.5.2 For a Team which completed fewer than the number of its scheduled games the number of competition points actually scored by the Team will be divided by the number of points it could have scored had it won all games in which it competed, and a percentage determined.
  - 26.5.3 In comparing the percentages calculated in accordance with (27.5.1) and (27.5.2) above, the higher percentage is better than the lower percentage.
  - 26.5.4 When highest percentages are equal then the highest points actually scored will determine the higher place.
  - 26.5.5 When the highest points scored are the same then a “head-to-head” method will apply.
  - 26.5.6 When the “head-to-head” result is equal, the “head-to-head” method will be used against the same teams finishing above or below the teams involved with the “head-to-head” method.
  - 26.5.7 In the event two (2), three (3) or more teams tie, and the “head-to-head” method does not resolve the order of ranking, then the following method is to apply:
    - 26.5.7.1 The fewest runs allowed in the games played between the tied teams.

- 26.5.7.2 The fewest runs allowed in the games played against teams above the tied teams.
- 26.5.7.3 The fewest runs allowed in the games played against teams immediately below the tied Teams.

## 27. TIME SAVING RULES

- 27.1 Pre-game practice not to delay game – In no event should pre-game practice interfere with or delay the scheduled start of the game (with the exception of wet weather implications). The teams should comply with the Rules set forth herein regarding such matters.
- 27.2 Twelve (12)-Second Pitch Rule will be applied as follows:
  - 27.2.1 The 12-Second Pitch Rule for the pitcher shall apply whenever there are no runners on base. Official Baseball Rule 8.04.
  - 27.2.2 If the pitch is thrown before the violation is called, the pitch shall be deemed a ball, regardless of its location.
  - 27.2.3 If, in the Umpire's opinion, the pitcher is intentionally violating the Rule, the Umpire may eject the offending pitcher and/or Manager from the game.
- 27.3 Hitter to Remain in Batter's Box is as follows:
  - 27.3.1 The hitter shall be required to remain in the batter's box unless the hitter makes a request for "time" and the Umpire feels that the request is reasonable. Only then shall the Umpire grant time out.
  - 27.3.2 If no runners are on base, the batter should not be granted time and permitted to leave the batter's box unless, in the opinion of the Umpire, unusual circumstances exist which make the request a reasonable one.
- 27.4 Limits on Warm-up Pitches is as follows:
  - 27.4.1 Unless a pitcher is entering a game to replace a pitcher who has been injured or ejected, he/she shall be permitted a maximum sixty (60) seconds to throw his or her warm-up pitches. This same time limit shall apply to pitchers warming up prior to the start of an inning.
  - 27.4.2 Should either team take longer than sixty (60) seconds to make the changeover between innings, penalties will be invoked. On the first such occasion in a game, the Home Plate Umpire will give the team's Manager an official warning.
  - 27.4.3 Any further transgressions shall result in a called strike (if it is the batting team which offends) or a called ball (if it is the pitching team which offends).
  - 27.4.4 The sixty (60) second time limit commences immediately the third out of the previous innings is completed.
  - 27.4.5 The active pitcher will be permitted to warm up prior to taking the mound by throwing in foul territory adjacent to their dugout.
- 27.5 Limits on Offensive Meetings – Teams are allowed a maximum of three (3) "offensive meetings" per game. An offensive meeting shall be charged any time a Coach delays the game for any length of time to talk with an offensive Player, whether it be the hitter, a base runner or an on-deck batter going to the plate, or to another Coach. If the game goes into extra innings, one (1) additional "offensive meeting" shall be permitted for each three (3) extra innings.

## 27.6 Visits to the Mound

- 27.6.1 Three (3) free visits will be allowed to the mound in a seven (7) or a nine (9) inning game. The fourth and any subsequent visit in a game will cause the removal of the pitcher. The second, and any subsequent visit in any one inning, will cause the removal of the pitcher.
- 27.6.2 All visits to the mound (including those by a Manager or Coach between innings) be included as a visit in calculating the number of visits by a Manager or Coach has made.
- 27.6.3 No visit may be longer than sixty (60) seconds to the mound (at the Umpire's discretion). Time starts when the Coach / Manager crosses the foul line.
- 27.6.4 Should a game proceed into extra innings, then one (1) extra visit will be allowed for every three (3) innings or part thereof.
- 27.6.5 Pitching changes must be made by a visit to the mound. Any attempt to move the pitcher to a defensive position on a second visit by going directly to the Plate Umpire is a circumvention of the rule and is not permitted.
- 27.6.6 All substitutions must be made via the Plate Umpire and recorded by Scorers.
- 27.6.7 Teams are not permitted to utilize a "Runner for the Catcher". Managers are to ensure a bench player is ready in appropriate catching gear, to warm up the pitcher between innings.

## 28. PLAYER PARTICIPATION

- 28.1 The DUWC has a mandatory participation 50% of total defensive outs requirements for all teams which must be met by all Players by completion of the DUWC, including any games played on the final day.
  - 28.1.1 All Players are required to meet minimum participation requirements.
  - 28.1.2 All games are to be included in meeting participation requirements.
  - 28.1.3 Participation requirements must be fulfilled by the completion of the DUWC, including any games played on the final day.
- 28.2. Failure to meet these requirements will result in the team concerned being deemed ineligible to record a win on the final day's play.
- 28.3. Medical grounds for failure to meet participation requirements must be verified to the satisfaction of the Tournament Director. Please provide medical certificates detailing the parameters of any prescribed rest/deactivation period.
- 28.4. Defensive Outs –Participation
  - 28.4.1 For the purposes of participation, Players who are in the game at the time an inning ends due to the Maximum Run Score Rule, will be credited with three (3) defensive outs for that inning.
  - 28.4.2 A pitcher's participation shall be determined by the following: Actual team defensive outs, or one defensive out for every five pitches, whichever is greater.
  - 28.4.3 For the purposes of participation, the Designated Hitter (Available in the 18U DUWC ONLY) will be credited with three (3) defensive outs for every plate appearance.
- 28.5 Any Player injured or taken ill during a game shall be credited with having completed that game. This is subject to approval by the Tournament Director.
- 28.6 External circumstances during the DUWC may provide participation problems for Field Managers. The Tournament Director will address each case on its merit.

- 28.7 The Field Managers are responsible for ensuring Players on their teams satisfy the participation requirements. Infringements shall be noted by the Tournament Director, for a ruling and subsequent disciplinary action (if any).
- 28.8 Injury or illness - Should a Player be rendered unavailable for a period of time due to illness or injury the following shall apply:
- 28.8.1 The team is to provide the Tournament Director with written advice from a qualified medical officer detailing the period of time that the Player is unable to participate.
- 28.8.2 It is the responsibility of team management to provide the Tournament Director with any medical documentation required to verify a Player is unable to play.
- 28.9 Monitoring participation is as follows:
- 28.9.1 All substitutions must be made via the Plate Umpire and recorded by Scorers. NB: these substitutions do not come into effect until the Umpire officially notifies the Scorer.
- 28.9.2 The Scorers are required to provide participation information to the Tournament Director to enable the Tournament Director to monitor participation throughout the DUWC.
- 28.9.3 As part of the duty to monitor participation, the Tournament Director will have the right to direct a Manager to ensure that underused Players are included in subsequent games if such inclusion is required for that Player to meet the participation minimum for the DUWC. Failure to adhere to this directive will be viewed as a very serious breach and will ordinarily result in the suspension of the Manager for the remainder of the DUWC by order and at the discretion of the Tournament Director.
- 28.10 Penalties for failing to adhere to participation regulations – Teams that do not meet participation requirements will be deemed ineligible to officially record a win on their final day of competition and may be fined up to \$500.

## 29. PITCHING REGULATIONS – UNDER-AGE PLAYERS ONLY (AT ALL CHAMPIONSHIPS)

- 29.1 A pitcher's game contribution will be classified according to the number of pitches officially thrown:

Tournament	Age	Daily Limit (Pitches)	Assignment (Pitches)				
			No Rest	1 Days Rest	2 Days Rest	3 Days Rest	4 Days Rest
10U	9-10	75	1-20*	21-35	36-50	51-65	66-75**
12U	11-12	85	1-20*	21-35	36-50	51-65	66-85**
14U	12-13	95	1-30*	31-45	46-60	61-75	76-95**
16U	13-15	95	1-30*	31-45	46-60	61-75	76-95**
18U		120	1-30*	31-45	46-60	61-80	81-105**

\*No Pitcher can appear on three consecutive days.

- 29.2 Exemption: If a pitcher reaches a threshold while facing a batter, the pitcher may continue to pitch until any one of the following conditions occurs:
- 29.2.1 That batter reaches base;
- 29.2.2 That batter is retired; or,
- 29.2.3 The third out is made to complete the half inning of the game. The pitcher will only be required to observe the calendar day(s) rest of the threshold he/she reached during that at-bat, provided that pitcher is removed, or the game is completed before delivering a pitch to another batter.

- 29.3 It will be the responsibility of the Official Scorer to notify the Chief Umpire and each team when a pitcher is within ten (10) pitches of the maximum allowable number of pitches (Maximum outings only).
- 29.4 A pitcher reaching his/her daily limit of pitches for a Maximum Assignment is to be removed from the game once he/she has completed the batter or has been moved to Designated Hitter (18U). However, if the pitcher retires that batter as the 3<sup>rd</sup> out of an inning, then that pitcher is entitled to take his place as a batter should he/she be due to hit in the next half inning.
- 29.5 The Umpire has the authority to police the pitching rules.
- 29.6 Should any pitcher play out of their age group the pitch limits and rest requirements relevant to that pitcher's age must be adhered to, not those of the DUWC Division.
- 29.7 A Balk Pitch delivered to the plate, whether it is hit safely or not, shall be considered to be valid for the purpose of recording the "number of pitches".
- 29.8 A "no pitch", e.g., batter steps out of the batter's box and the pitcher delivers the pitch, shall not be included in the pitch count.
- 29.9 If a Player is removed from pitching after completing a second Short Assignment on the same day, he or she shall leave the game and may not participate any further on that day.
- 29.10 An "assignment" is any pitching role of any length in any game: the delivery of even one (1) pitch shall be considered one assignment.
- 29.11 A Player once removed, as a pitcher may not pitch again in the same game.
- 29.12 The scorers shall indicate in the scorebook the game contribution for each pitcher and when the pitcher may next play.
- 29.13 Penalties for failing to adhere to participation and/or pitching regulations
- 29.13.1 Using a pitcher who has not had the required rest in either a pitching or defensive capacity is considered a serious breach, as it exposes the Player to an increased injury risk. In most cases, such use will be penalised by the suspension of the Manager for at least one (1) game, as well as the monetary penalty outlined below. In order to prevent Managers flaunting this rule in the knowledge that the following game is a lesser priority, the duration of the suspension is at the discretion of the Tournament Director and may be extended to include suspension for the remainder of the tournament.

### 30. PITCHER/CATCHER RULE

- 30.1 Any Player who has played the position of catcher in four (4) or more innings, is not eligible to pitch on that calendar day. For example, if a Player plays the position of catcher and catches a single pitch in their fourth innings as catcher in a day, they are not eligible to pitch for the remainder of that day.
- 30.2 A pitcher who exceeds a Short Assignment in a game cannot play the position of catcher for the remainder of that day.
- 30.3 PENALTY: Immediate ejection from the game for first and subsequent offences. The offending team shall forfeit the game and the Manager/Head Coach shall be reported to the Tournament Director and dealt with by the Tribunal.

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## 31. COLLISION RULE

### 31.1 Collisions at home plate

- 31.1.1 A runner attempting to score may not deviate from his direct pathway to the plate in order to initiate contact with the catcher (or other Player covering home plate). If, in the judgment of the Umpire, a runner attempting to score initiates contact with the catcher (or other Player covering home plate) in such a manner, the Umpire shall declare the runner out (even if the Player covering home plate loses possession of the ball). In such circumstances, the Umpire shall call the ball dead, and all other base runners shall return to the last base touched at the time of the collision.
- 31.1.2 *Rule of Baseball 7.13 Comment:* The failure by the runner to make an effort to touch the plate, the runner's lowering of the shoulder, or the runner's pushing through with his or her hands, elbows or arms, would support a determination that the runner deviated from the pathway in order to initiate contact with the catcher in violation of Rule 7.13. If the runner slides into the plate in an appropriate manner, he/she shall not be adjudged to have violated Rule 7.13. A slide shall be deemed appropriate, in the case of a feet first slide, if the runner's buttocks and legs should hit the ground before contact with the catcher. In the case of a head-first slide, a runner shall be deemed to have slid appropriately if his or her body should hit the ground before contact with the catcher.
- 31.1.3 Unless the catcher is in possession of the ball, the catcher cannot block the pathway of the runner as he or she is attempting to score. If, in the judgment of the Umpire, the catcher without possession of the ball blocks the pathway of the runner, the Umpire shall call or signal the runner safe. Notwithstanding the above, it shall not be considered a violation of this Rule 7.13 if the catcher blocks the pathway of the runner in order to field a throw, and the Umpire determines that the catcher could not have fielded the ball without blocking the pathway of the runner and that contact with the runner was unavoidable.

## 32. DESIGNATED HITTER RULES

- 32.1 A Designated Hitter may be used at the 18U DUWC.
- 32.2 The following is an option for the 18U DUWC only and should be read in conjunction with the Designated Hitter Rule.
  - 32.2.1 A team may move the pitcher to the Designated Hitter's role and introduce a new pitcher anytime in the game.
  - 32.2.2 Where the Designated Hitter has started the game, a once-only switch in roles between the Pitcher and the Designated Hitter is allowed.
  - 32.2.3 The Manager may only initiate these changes directly with the Plate Umpire on the first visit to the Pitcher during a defensive innings, or during an offensive innings.
  - 32.2.4 A Designated Hitter who becomes the Pitcher, or a Pitcher who becomes the Designated Hitter may not participate in the game in any other way.
  - 32.2.5 In any subsequent substitutions or positional changes following the once-only switch mentioned above, when a Player comes from a defensive position or Designated Hitter to the mound, the Designated Hitter may not be used for the remainder of the game.

## 33. BALLS

- 33.1 For all the DUWC, OZ Ball will approve and supply one brand of baseball to be used in games.
- 33.2 Warm-up balls will not be provided for relief pitchers.

### 34. EQUIPMENT AND UNIFORMS

- 34.1 Each DUWC Division has certain specifications for equipment and uniforms.
- 34.2 All catchers must wear a mask, attached-type throat protector and a catcher's helmet during infield/outfield practice, pitcher warm-up and games (this includes catcher's helmets with built in face mask). Any Player or Coach warming up a pitcher shall wear a face mask and a helmet no matter whether in the bull pen or on the playing field.
- 34.3 Baseball caps are regarded as part of the playing uniform and must be worn by all Coaches and Players at all times during a game unless where substituted by a protective helmet.
- 34.4 When his or her team is on offence, a pitcher or a relieved pitcher may wear a team warm-up jacket once he reaches base.
- 34.5 Bats

<b>10U &amp; 12U</b>	Any bat with a barrel diameter of 2 5/8 Inches and the USA Bat label. NO BBCOR.
<b>14U &amp; 16U</b>	Any Aluminium/Alloy bat with a maximum barrel Diameter of 2 5/8 Inches and the USA Bat Label. Any Composite Bat with a BBCOR 0.5 Label.
<b>18U</b>	Any BBCOR 0.5 Label, Any Wood Bat

34.6 Footwear

<b>10U &amp; 12U</b>	Rubber Moulded or PU Moulded Cleats Only
<b>14U, 16U, 18U</b>	Metal Cleats Allowed

- 34.6.1 Host venues may make further restrictions on footwear to protect artificial surfaces or to meet local ordinance conditions.

34.7 Protective Helmets

- 34.7.1 Players must provide an adequate number of approved protective helmets. Double-eared helmets will be mandatory at the DUWC for the hitter, the hitter on deck, the base runners, the batboy/girl and any base Coach under the age of 18 years. Adult base Coaches are required to wear 'skull cap' style helmets (i.e., without ear covers), although they can wear two-eared helmet if they choose.
- 34.7.2 All helmets are required to comply with the International Safety standard endorsed by NOCSAE (National Operating Committee on Standards for Athletic Equipment) - Standard Performance Specification for Newly Manufactured Baseball/Softball Batter's Helmets. (ND022-10m10b).
- 34.7.3 All helmets worn must have the safety logo on the helmet. Each Tournament Director will randomly check one team's helmets for safety purposes.

34.8 Line-Up Cards

- 34.8.1 All Players eligible to play in a game must be listed on the line-up card handed to the Plate Umpire at the home plate meeting. However, in the event of an oversight in which an eligible Player is omitted from the original line-up card will not prevent that Player from entering the game.
- 34.8.2 Copy of Line-up will be issued to Scorers sixty (60) minutes prior to the commencement of each game. On a day where a team is playing back-to-back double-header the line-up for the second game will be due with the scorers thirty (30) minutes prior to the commencement of the game.

### **35. SELECTION COMMITTEE**

- 35.1 The Selection Committee for the Aussie Drop Bears Teams in all divisions will be appointed by Oz Ball and operate under the guidance of their appointed representative.

### **36. TROPHIES**

- 36.1 Winning Team
  - 36.1.1 A Championship Banner is awarded to the winning team of each Division
- 36.2 Individual Trophies and Awards
- 36.3 For each DUWC Division, the following individual awards may be recognised at the discretion of OZ Ball:
  - 36.3.1 Most Valuable Player

### **37. PROTESTS**

- 37.1 Teams may only protest the application of a rule.
- 37.2 Any such protest must be lodged with the Umpire prior to the next play commencing. Failure to do so nullifies any claim to a protest.
- 37.3 In the event a team wishes to protest the last play of the game or the ending of a game, such a protest must be lodged with the Umpire-In-Chief before the Umpires leave the field.
- 37.4 Protests can be initiated by advising the Umpire-In-Chief of a team's intention to lodge a protest. At such time the game will be suspended until the protest can be resolved in consultation with the Umpire's Coordinator or the Tournament Director as the case may require.
- 37.5 Protests are to be submitted in writing to the Umpire's Coordinator with a \$100 fee. In the event the protest is upheld the \$100 application fee is refundable.
- 37.6 The Umpire's Coordinator and the Tournament Director may meet to determine the outcome of a protest.

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### 38. REPORTED PLAYERS/OFFICIALS

DUWC will govern Players, Coaches, and Officials in this manner.

- 38.1 Once the Player/Official has been ejected from the game, the Umpire writes an official report and delivers the report to the Umpires Coordinator, who will then discuss the offence/s with the Tournament Director to determine if a Tribunal is warranted.
- 38.2 Should any Player, Coach or Manager be ejected by an Umpire, the person ejected will receive a mandatory and automatic one (1) game suspension plus time served.
- 38.3 The Tribunal is authorised to impose whatever penalty is deemed necessary.
- 38.4 Full details of the Tribunal matter will be submitted to the Chief Executive Officer of Oz Ball within one (1) month of the completion of the DUWC.
- 38.5 Tribunal procedures at DUWC Event
  - 38.5.1 Wherever possible, any Tribunal hearing during the DUWC, whether related to an on-field or off-field incident, must be finalised prior to the next game in which the parties are involved.
  - 38.5.2 The Tribunal will be composed of three (3) adults; the Tournament Director, at least one Oz Ball Official (or his/her appointed representative) along with one additional member appointed by Oz Ball. It will not include any members of a competing team's staff or delegation. It is empowered to make determinations regarding rule infringements of DUWC Playing Rules.
- 38.6 Tribunal Process
  - 38.6.1 Once the Tournament Director is made aware of any matter for which the DUWC Tribunal is required, he/she sets the Tribunal hearing date/time and venue. The Tournament Director shall then personally make contact by telephone or in person with Tribunal members (and minutes secretary) and the relevant parties (Player /Coach/Official to be advised via their Executive Officer) to advise the particulars of the Tribunal hearing.
  - 38.6.2 The Tournament Director shall clearly indicate to all parties the reason for the Tribunal hearing (e.g. Player ejection, purported breach of DUWC playing rules, Code of Conduct etc).
  - 38.6.3 The Tribunal shall be held in closed session whilst being cognisant of the principles of natural justice and will determine any matters in accord with the following procedural steps:
    - 38.6.3.1 The Tournament Director shall assume the role of Tribunal Chairperson and will preside over the Tribunal proceedings, which shall be recorded by a minute secretary appointed by Oz Ball.
    - 38.6.3.2 The Umpire concerned shall present his or her version of the facts to the Tribunal in the presence of the ejected person and his or her Executive Officer. The Executive Officer shall be entitled to then ask questions in a reasonable manner to clarify matters in dispute.
    - 38.6.3.3 The Umpire may at his or her discretion present other evidence (scorebook, other Umpire etc.) for corroborative purposes. The other evidence shall be made available during the Tribunal sitting to the Executive Officer for examination/questioning.
    - 38.6.3.4 The Tribunal Chairperson and/or any Tribunal Member shall be entitled at any time during the hearing to ask questions of the parties to clarify any evidence where such clarification assists in deliberations.

- 38.6.3.5 Upon completing the presentation of their evidence, the Umpire and his or her witnesses shall be asked to leave the room but remain in the general area in case they are needed for any points of clarification.
- 38.6.3.6 The Executive Officer (EO), (or in the case of a breach regarding an adult, the alleged Perpetrator/respondent) is then invited to put forward the case for the alleged offender/or their team.
- 38.6.3.7 The Player/Coach/Official shall be given a reasonable time to explain his position when presenting their version of the incident. The EO may ask questions of his or her team member to assist in presenting his or her version of the facts and to clarify any points.
- 38.6.3.8 The Tribunal Members can seek and consider evidence from any source they deem appropriate but must make that evidence available to both parties.
- 38.6.3.9 The EO may present any written evidence (e.g. Scorebook) and/or call a reasonable number of other witnesses for corroboration. Such witnesses may be subject to questions in cross examination by Tribunal members.
- 38.6.3.10 The EO is then invited by the Tribunal to add any comment in summary relating to the facts presented. At the conclusion of their evidence, the EO, the ejected individual and any witnesses are to leave the confines of the room whilst the members of the Tribunal consider the facts. The Tribunal members are encouraged to pause/stop any recording devices, prior to deliberation.
- 38.6.3.11 Once a decision has been reached, the EO and ejected individual are re-called in order to be presented with the Tribunal's decision by the Chairperson.
- 38.6.3.12 Where a discretionary penalty is to be applied, the EO and ejected individual are given the opportunity to speak in mitigation of this penalty.
- 38.6.3.13 After making such a plea, they shall once again leave the room whilst the facts are summarised objectively by the Tournament Director and a determination of any discretionary penalty is finalised.
- 38.6.3.14 The EO and ejected individual are then recalled, and the Tribunal Chairperson shall announce penalty and close the hearing.
- 38.6.3.15 At the conclusion of the hearing, the minute secretary shall prepare the minutes of the proceedings, which shall be signed by the Chairperson as a true and correct record. The EO shall be advised in writing (notice prepared by minute secretary) of the penalty as announced by the Tribunal Chairperson and the Chairperson shall sign such notice.
- 38.6.3.16 The penalty and any other relevant matters are then enacted.
- 38.6.3.17 The minutes of the Tribunal hearing are to be submitted to the Chief Executive Officer of Oz Ball within one (1) month following the DUWC for validation of penalty; for example, where discretionary fines are applicable.
- 38.6.3.18 Note: Whilst, for the sake of thoroughness and due process, there are a number of steps depicted above, every effort should be made to carry out the Tribunal proceedings in an informal manner.

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### 39. PENALTIES FOR INFRINGEMENT OF RULES

- 39.1 A field rule violation is defined as the breaking of any rule in a game. The penalty for a breach of DUWC playing rules, may be a fine of up to a maximum of \$500 – levied against the Franchise and a mandatory and automatically applied, one (1) game suspension of the offending team’s Manager.
- 39.2 The penalty for breaches of Code of Conduct agreements is also a fine of up to \$500 for any one offence, possible ejection from the game and, at the discretion of the Tribunal, suspension or dismissal from the DUWC.
- 39.3 If there are breaches of the Rules where there are no penalties prescribed, then the Tournament Director is to rule on the matter in the best interests of the game. Such penalties may be levied as financial penalties or include suspension from a number of games or even the whole DUWC.
- 39.4 If a team is presented with a situation where they run out of eligible Players to field a team or enter the game, it is grounds for forfeit. Forfeiting the game is sufficient punishment in this situation if it is unpreventable.
- 39.5 Anyone serving a suspension must not attend ANY DUWC Facility for the duration of their suspension.

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