

*Old Masters Baseball playing conditions & Tournament Structure 2024 Final Version amended 25/4*

**Event Structure**

The Qld Masters Games 2024 provides for the following structure:

There are Three Divisions: Division One, Division Two and Women's 25+

**Participating Teams**

<b>Division One</b>	<b>Division Two</b>		<b>Women's</b>
	<b>Pool A</b>	<b>Pool B</b>	
Surfers Bluewave	Surfers Clippers	Surfers Sharks	Surfers Dragons
Good Bunts	Riptides Orange	Robina Braves	Diamond Dynamites
Moreton Bay Brewers	West's Blue	West's Red	Pirates
Riptides White	Royals Gold	All Stars	Field of Dreamers
Windsor Engineers	Narangba Demons	Riptides Blue	Lady Demons
	Roughtails	Musketeers	Muskies Masters Gals

**Points will be allocated for each game as follows:**

WIN 3 Points. DRAW 2

Points.

LOSS 1 Point

FORFEIT 0 Points (with the winning team awarded the game 7-0) WASHOUT 2

Points (shall also be scored as a 0-0 draw)

All points earned throughout the tournament will be counted towards the team's final standings within their Pool/Division.

Gold Silver and Bronze Medals will be awarded to the first three place holders after the medal rounds of games.

A separate Draw for all divisions has been created and is available for all participants.

**Tournament playing conditions.**

Baseball QLD, Tournament Director and officials anticipate all games will be played in the spirit of healthy competition – your cooperation is appreciated.

Game times will be under the control of the Tournament Director and game times are to be adhered to. Some games may be delayed if the prior game is not completed within the required time limit.

The umpires will be directed to keep the game moving. If time wasting tactics are observed by any umpire or the Tournament Director, the offending player(s) and manager are to be placed on report and a judiciary panel convened. Appropriate action may be taken against the person(s) involved and/or the associated team.

It is the responsibility of each team to ensure that they are at the correct diamond ready to commence play at the scheduled time. If a team fails to appear or are not ready to start the game within ten (10) minutes of the scheduled commencement time, a forfeit can be claimed.

On-field warm-ups are not allowed during this event - there are several areas throughout the park to facilitate team warm up.

### **Scorers**

***It is a requirement of the Event that each team supply a competent person to act as a scorer for their games.***

### **Umpires**

***Each team is expected to supply an umpire for the event.*** In the event of an official plate or base umpire not being available, the home team will supply the plate umpire and the away team will supply the base umpire.

Plate umpires (accredited/experienced to A grade standard), will be appointed when available. They will do their best to make every call 100% correct. In the interest of good sportsmanship, it is up to you to accept their decision.

### **Home and Away Games**

The team named first in the Games scheduled will be the home team. They will field first and will occupy the third base dugout.

All players including designated & courtesy runners are to be included on the line up sheet at the commencement of each game.

### **Eligibility and Participation**

All players must be registered with Baseball Queensland's Gameday data base System.

Any team playing with an unaccredited player will lose the competition points and the game will be ruled a forfeit. Accreditation checks will be carried out before play and over the course of the event.

All teams must take the field with a minimum of nine (9) accredited and eligible players.

Once registered with a team, players will not be allowed to transfer temporarily or for a second team in another division unless the Tournament Director sanctions the transfer request.

The exception is where a team with only eight (8) players can "borrow" a player from the opposing team. Again, prior approval from the Tournament Director is required.

### **Equipment and Uniforms**

All teams must supply their own equipment.

All players while on the field must wear their team uniform. Uniforms will be of the baseball nature and caps must be worn. The exception will be that single participants who have been placed in a team will be allowed to play in the uniform they have, providing it is of baseball nature.

No restrictions shall apply to gloves or footwear, other than those that apply in normal baseball rules. All batters and runners must wear two (2) eared helmets.

### **Bats**

The Baseball Queensland Open Masters Games bat rules can be located in the *Baseball QLD Tech Norms under section 39.5.1.*

Men's division - Wood bat competition. Wood and wood composite bats must be used only.

Women's division - Metal/aluminium bats must be compliant with rule 39.5.4, *Baseball QLD Tech Norms* for female only participation.

For further information go to *Baseball QLD Tech Norms* - [https://www.baseballqueensland.com.au/wpcontent/uploads/2020/09/BQ-Tournament-Technical-Norms-V2\\_20200922-brad.pdf](https://www.baseballqueensland.com.au/wpcontent/uploads/2020/09/BQ-Tournament-Technical-Norms-V2_20200922-brad.pdf)

Bats may be of any length or weight, within the allowable current official rules of baseball.

## **Regulation Games**

### **Division Two & Women's Competitions.**

Games played in these divisions will be 90 minutes duration or a maximum of seven innings whichever comes first.

**No new inning is to commence if the game has been in progress for 80 minutes.**

When a game is tied at the completion of 90 minutes, or seven innings has been played, a new tie breaker innings can commence, but no game is to continue past one hundred minutes.

Any new inning commenced before 80 minutes from the start of the game shall be completed except where the team batting second is leading or takes the lead at the bottom half of the inning. However, no game is to continue past one hundred minutes.

If the inning has not been completed by **100** minutes, the game score shall revert to the last completed innings.

If both teams are equal on runs at the end of the game, then draw will be declared.

### **Division One Competition.**

Games played in this division will be 110 minutes duration or a maximum of seven innings whichever comes first.

**No new inning is to commence if the game has been in progress for 100 minutes.**

When a game is tied at the completion of **100** minutes, or seven innings has been played, a new tie breaker innings can commence, but no game is to continue past 110 minutes.

Any new inning commenced before **100 minutes** from the start of the game shall be completed except where the team batting second is leading or takes the lead at the bottom half of the inning. However, no game is to continue past 110 minutes.

If the inning has not been completed by 110 minutes, the game score shall revert to the last completed innings.

If both teams are equal on runs at the end of the game, then draw will be declared.

### **Tie Breaker rule.**

If both teams are equal on runs at the completion of even innings and the game is within the 10-minute window, one additional tie breaker inning is permitted. In this inning the last batter or substitute player (not previously removed from the game), shall commence the inning at second base with no outs against the batting team.

### **Weather affected games.**

In all games including medal rounds, three innings (or two ½ if the home team is ahead) or 60 minutes, will constitute a regulation game and points will be allocated accordingly.

## **Batting.**

As a means to support player participation, three additional players may be used as an Extra Hitter (EH) in any game. Therefore, teams may nominate twelve players on the batting line up, including the DH.

The Extra Hitter cannot take the field and is not allowed to take the place of a player who has left the game. A bench player must replace any player that leaves the game.

The EH can bat anywhere in the batting order and all batters must follow the specified order with normal procedures and penalties for batting out of order to apply. A blank in the batting order (and an associated automatic out) will be created if there is no player left on the bench to take the place of an extra hitter that leaves the game. The Extra Hitter(s) will be credited with three (3) defensive outs for each plate appearance.

Designated Hitters will only be allowed for pitchers and will be credited with three (3) defensive outs for each plate appearance.

## **Mercy Rule**

### **(Division Two and Women's Competitions)**

A ten (10) run mercy rule will come into effect after three (3) completed innings or 60 minutes, whichever comes first.

### **(Division One Competition)**

A ten (10) run mercy rule will come into effect after five (5) completed innings or 80 minutes, whichever comes first.

## **Courtesy Runners**

All divisions may substitute a designated runner for the catcher and pitcher at any time.

It is mandatory to substitute the catchers and the pitchers at two (2) out.

Additionally, one other courtesy runner may be a substitute for an injured or disabled player participating in the game. The substituted players must be identified and made known to both the Umpires and the opposition Team Manager at the commencement of the game.

Any player on the team's roster can be a designated or courtesy runner but no one player can do both in the same game.

This substitution can occur for one player in the team in all divisions in this event.

## **Diamond Distances - Women's Competition**

The base path's lengths will be 80 Feet and the Pitching distance with fifty-four feet.

## **Pitchers – No Pitching Restrictions**

Normal common-sense rest periods should be observed for pitchers.

## **Banned Substances**

Smoking, vaping, consumption of alcohol, use of chewing tobacco or drugs (unless prescribed by a physician), will not be permitted within the playing area or in any part of the facility (alcohol permitted in deemed licenced area), and will result in automatic ejection and potentially subject to further action by the Tournament Tribunal.

## **Blood Rule**

Upon direction of an umpire, a player shall immediately leave the playing area where the umpire believes the player is bleeding or has blood on any part of their person or uniform. Upon being directed to leave the playing area, a player shall not return or take any further part in any baseball game until and unless:

1. The cause of the bleeding has abated, and the bleeding has stopped.
2. The injury is securely covered to the extent that no blood shall emanate there from.
3. Any blood-stained article or uniform has been removed and replaced; and
4. Any blood on any part of a player's person has been thoroughly cleansed and removed.

Any player leaving the playing area under the Blood Rule may be replaced by a substitute player (in the field and batting line up), until they are able to return to the field of play. The substitute player must be a player on the bench that is not already in the offensive line up. The substitute can be a player that has been removed from the game (temporarily re-enter), providing there are no others on the team sheet that have not participated offensively. On returning to the game the player MUST occupy the same position in the batting line up. The substitute player can enter the game at any time and at any spot in the batting order once the injured player has returned. All defence out during the time the injured player is missing from the game, shall be considered for finals eligibility for the injured player and not the substitute player.

## **Injury Management**

Baseball QLD events will comply with relevant Baseball QLD & Baseball Australia policies. The Baseball QLD First Aid and Injury Management Guidelines outlines policy with regards to injuries associated with sliding to base (more common in adults), over-exertion, falls, collision with another player, misjudged catches resulting in finger injuries and being hit by a baseball bat or baseball. For further information go to

[https://www.baseballqueensland.com.au/wp-content/uploads/2023/10/20220317\\_First-aid-and-injurymanagement-1.pdf](https://www.baseballqueensland.com.au/wp-content/uploads/2023/10/20220317_First-aid-and-injurymanagement-1.pdf)

## **Medal Round Games (Finals)**

### **Standings**

At the conclusion of the Games schedule and prior to the finals, teams will be ranked on their points/ win/loss record.

If more than one team finishes the preliminary games level on Points/Win/Loss results that will affect the team's standings, the following ranking methods will be applied.

In order of preference:

- # 1. Head-to-Head records, if this fails to separate the teams then,
- # 2. The fewest runs allowed in all games played by those teams. If this fails to separate the teams then,
- # 3. The fewest runs allowed by those teams against the highest ranked team within the respective division during the tournament games. If this fails to separate the team then,
- # 4. Coin Toss supervised by the Tournament Director.

### **Finals Eligibility and Participation**

To qualify to play in the finals, each player must participate in at least 30% of innings played in preliminary Games. Exceptions to this rule must be pre-approved by the Tournament Director.

An inning is defined as three (3) defensive outs, and therefore one (1) defensive out equals one-third inning, etc.

### **Medal Rounds (Division One).**

Games in the Medal Rounds will be 110 minutes, or seven (7) innings durations, whichever comes first. No new inning is to commence if the game has been in progress **for 100 minutes.**

Any new innings commenced within **100** minutes from the start of the game shall be completed, except where the home team is leading or takes the lead in the bottom half of the innings.

In the event the game is tied at the conclusion of 110 minutes, the tie breaker rule will be applied for one additional Innings.

If there is no clear result at this time, then the result will be determined by the Games Director based on final preliminary round standing (i.e., the highest ranked team will be awarded the gold medal and so on).

### **Medal Rounds (Division Two & Women's)**

Games in the Medal Rounds will be 90 minutes, or seven (7) innings durations, whichever comes first. No new inning is to commence if the game has been in progress **for 80 minutes.**

Any new innings commenced within 80 minutes from the start of the game shall be completed, except where the home team is leading or takes the lead in the bottom half of the innings.

In the event the game is tied at the conclusion of 90 minutes, the tie breaker rule will be applied for one additional Innings.

If there is no clear result at this time, then the result will be determined by the Games Director based on final preliminary round standing (i.e., the highest ranked team will be awarded the gold medal and so on).

***If the Medal Rounds are washed out, then the final standing will be declared by the Tournament Director based on the final preliminary rounds standing (i.e., the highest ranked team will be awarded the gold medal and so on).***

### **Inclement Weather Procedure (Rain, Heat, Light etc)**

In the event of poor/wet weather, the following conditions will apply:

1. Games may be rescheduled at the sole discretion of the Games Director in the event of games declared a wash out.
2. The Games Director in consultation with the Chief Umpire (if appropriate) will allow for a 30minute delay in proceedings before declaring the game a wash out. This will be allowed once only during a game.
3. If a game is delayed past the scheduled commencement time, the 30minute time delay allowance will be invoked.
4. In all games including medal rounds, three innings (or two ½ if the home team is ahead) or 60 minutes, will constitute a regulation game and points will be allocated accordingly.

